WHITE DWARF

The Science Fiction & Fantasy Games and Miniatures Magazine

Issue No. 12
April/May 1979
60p

U.S.A. $2.00
Canada $2.00
Australia $2.00

FIEND FACTORY
DUNGEON EQUIPMENT
POOL OF THE STANDING STONES

CITADEL MINIATURES LTD.

Newark Folk Museum, 48 Millgate, Newark, Nottinghamshire

TRADE ORDERS WELCOME **Tel: 0636 77495**

Ral Partha

Manufactured in the UK under licence.

GALACTIC GRENADIERS

GG1	Infantry Advancing with Megawatt Laser	20p
GG3	Infantry prone with Semi-Portable Laser	20p
GG5	Infantry with Automatic Grenade Launcher	20p
GG7	Infantry with Automatic Missile Launcher	20p
GG10	Power Armour Infantry with Sun Gun	20p
GG11	Power Armour Infantry with Sun Gun, Advancing prone	20p
GG15	Crewman with Laser Pistol, Standing	20p
GG20	Mercenary with Assault Rifle, Standing	20p
GG23	Mercenary with Grenade Launcher, Advancing	20p
GG30	Shoantra with Needle Gun, Standing	20p
GG40	T'Rana (Reptilian) Advancing	20p

PERSONALITIES AND THINGS THAT GO "BUMP" IN THE NIGHT

ES1	Evil Wizard Casting Spell	20p
ES2	Super Hero with Axe on Super Heavy Horse	50p
ES3	Balrog Advancing with Sword and Whip	95p
ES4	Cleric, Cloaked, with Staff	20p
ES5	Winged Gremlin	30p
ES6	Patriarch Casting Spell	20p
ES7	Serpent Creeper	20p
ES8	Zaftig Maiden	20p
ES9	Barbarian Hero w. Long & Short Sword	20p
ES10	Large Hill Troll Attacking with Club	30p
ES11	Vallor, Warrior of the Gods	30p
ES12	Vallor Captain w. Shield and Standard	30p
ES13	Assassin with Cloak and Dagger	20p
ES14	Count Dracula	20p
ES15	Super Hero with Axe	20p
ES16	Beowulf with Sword and Shield	20p
ES18	Adventuress with Short Sword	20p
ES19	Angel of Death	50p
ES20	Mummy Advancing	20p
ES21	Elf Princess	20p
ES22	Elf Lord	20p
ES23	Shield Maiden Attacking with Sword	20p
ES24	Foregum, Barechested Super Hero	20p
ES25	Super Hero in Plate Armour on Super Heavy Horse	60p
ES26	Adventuress on Horseback	40p
ES27	Mounted Ranger	40p
ES28	Gremlin War Party (3 figs)	75p
ES29	Sorceress Casting Spell	20p
ES30	Wraith	20p
ES31	Dwarf Lord	20p
ES32	Centaur Archer	30p
ES33	Satyr (Pan) with Spear	20p
ES34	Land Dragon with Mounted Captain	75p
ES35	Land Dragon with Mounted Lancer	75p
ES36	Witch	20p
ES37	Monk with Staff	20p
ES39	Imp War Party (3 figs)	50p
ES40	Werebear Attacking	50p
ES41	Wind Lord with Spear	20p
ES42	Paladin (Dismounted)	20p
ES43	Armoured Knight on Guard with Sword	20p
ES45	Earth Demon Hurling Rock	75p
ES47	Armoured Centaur with Sword	40p
ES48	Demon of Evil Law with Morning Star	20p
ES49	Tree Man	50p
ES50	Enraged Wyvern	40p
ES51	Griffon, Rearing	50p
ES52	Hill Giant with Club (60mm)	£1.25
ES53	Siren, Singing	20p
ES54	Ghouls, Advancing with Swords	50p
ES55	Enchantress	20p
ES56	Enchanter, with Staff	20p
ES57	Frost Giant (70mm)	£1.25
ES58	Bard, Playing Harp	20p

WIZARDS, WARRIORS & WARLOCKS

E111	Halfling Esquire (3 figs)	40p
E112	Wizard with Staff	20p
E211	Wood Elf in Cloak firing Bow	20p
E212	Wood Elf Receiving with Spear	20p
E213	Wood Elf in Reserve with Spear	20p
E215	Wood Elf Command Pack (3 figs)	50p
E231	Sea Elf in Chainmail and Cloak	20p
E232	Sea Elf in Chainmail & Cloak Attacking	20p
E311	Dwarf of the Anvil, in Chainmail, Attacking with Mattock	20p
E312	Dwarf of the Anvil, in Chainmail, with Mattock	20p
E313	Dwarf of the Blue Mountains Swinging Axe	20p
E314	Dwarf of the Blue Mountain with Axe	20p
E315	Dwarf Command Pack (3 figs)	50p
E511	Guards of the Citadel	20p
E551	Southron Heavy Spearman Advancing	20p
E611	Goblin of the North, Advancing with Spear (3 figs)	50p
E612	Goblin of the North, Swinging Spiked Club (3 figs)	50p
E613	Goblin of the North with Bow (3 figs)	50p
E621	Goblin of the Night, Advancing, with Scimitar (3 figs)	50p
E622	Goblins of the Night, Advancing with Axe (3 figs)	50p
E623	Goblin of the Night with Bow (3 figs)	50p
E625	Goblins of the Night Command Pack (3 figs)	50p
E631	Goblin of the South Swinging Axe (3 figs)	50p
E632	Goblin of the South with Hollow Scimitar (3 figs)	50p
E633	Goblins of the South with Spears (3 figs)	50p
E651	Giant Goblin in Heavy Armour with Sword	20p
E652	Giant Goblin in Heavy Armour with Spear	20p

Mounted Figures

E541	Lancer of the March, in Chainmail, Swinging Sword Overhead	40p
E542	Lancer of the March, in Chainmail, with Lance up	40p
E591	Knight of the Dragon Lord	40p
E711	Scuzbek Heavy Cavalry	40p
E641	Wolf Rider of the Night, with Axe, Mounted on Wolf	40p
E642	Wolf Rider of the Night, with Spear, and Shield, Mounted on Wolf	40p
E691	Great Wolf of the Night, without Rider	20p

MISCELLANEOUS

PH1	Light Cavalry Horse	25p
MH1	Heavy Cavalry Horse	25p
WP1	Weapons Pack (10 Assorted)	20p

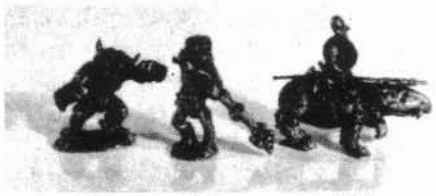
NEW RELEASES

Three of CITADEL's own ranges are now available:

FIEND FACTORY

A superb range mythological and fictitious beasts for the discerning fantasy gamer.

FF1	The Fiend	50p
FF2	Slime Beast with Sword	35p
FF3	Hook Horror	50p
FF4	Crabman	50p
FF5	Phantom Stalker	40p
FF6	Giant Blood Worm	95p
FF7	Death Worm	40p
FF8	Volt	30p
FF9	Carbuncle	30p
FF10	Devil Dog	20p
FF11	Grell	35p
FF12	Assassin Bug	30p
FF13	Bonesnapper	30p
FF14	Cyclops	30p
FF15	Hill Giant swinging Club	40p
FF16	Giant Troll attacking with Spiked Club	95p
FF17	Minotaur	50p
FF18	Wraith	20p
FF19	Werewolf	20p
FF20	Goblins charging with Swords and Shields (3 figs.)	50p
FF21	Goblins attacking with Axes (3 figs.)	50p
FF22	Goblins firing Bows (3 figs.)	50p
FF23	Goblins advancing with Spears (3 figs.)	50p
FF24	Half-Orcs in Chainmail with Swords (3 figs.)	50p
FF25	Half-Orcs attacking with Swords (3 figs.)	50p



FF1 FF15 FF28

FF26	Half-Orcs in Plate Armour with Swords (3 figs.)	50p
FF27	Half-Orc with Spear mounted on Giant Tusker	95p
FF28	Half-Orc in Chainmail mounted on Giant Tusker	95p
FF29	Half-Orc in Plate Armour mounted on Giant Tusker	95p
FF30	Zombie	20p
FF31	Satanic Angel	50p
FF32	Golem	20p
FF33	Emporer Dragon	£2.50
FF34	Chimaera	75p
FF35	Manticore	75p
FF36	Medusa	20p
FF37	Stone Warrior	20p
FF38	Giant Rats (3 figs.)	40p
FF39	Amazon Berserker with Dagger	20p
FF40	Berserker with Sword	20p

FANTASY ADVENTURERS

A new range of intrepid heroes available for fearsome adventures

FA1	Fighter in Plate Mail with Sword	**20p**
FA2	Wizard with Staff	**20p**
FA3	Cleric with Cross and Mace	**20p**
FA4	Sneak Thief with Dagger	**20p**
FA5	Druid with Sickle	**20p**
FA6	Bard with Sword and Lute	**20p**
FA7	Monk with Staff	**20p**
FA8	Ranger with Sword and Bow	**20p**
FA9	Barbarian with Two-Handed Sword	**20p**
FA10	Paladin with Sword	**20p**
FA11	Illusionist	**20p**
FA12	Ninja (Assassin) with Sword	**20p**
FA13	Man-Beast	**20p**
FA14	Elven Hero with Sword	**20p**

FANTASY SPECIALS

Dungeon inmates and artifacts both for games and dioramas

FS1	Dungeon Doorway	**60p**
FS2	Magic Mouth Doorway	**95p**
FS3	Demon Floor Trap	**40p**
FS4	Living Wall	**75p**
FS5	Old Wizard on Throne reading Book on Lectern (3 pcs.)	**95p**
FS6	Dungeon Torturess with Whip	**20p**
FS7	Naked Girl bound Hand and Foot	**20p**
FS8	Naked Girls bound to Post, Cross and Yoke (3 figs.)	**95p**
FS9	Naked Girl hanging from Wooden Trestle (3 pcs.)	**40p**
FS10	Naked Girl roasting on Spit over Brazier (4 pcs.)	**75p**
FS11	Hunchback Beggar on Crutch	**20p**
FS12	Ornate Sarcophagus	**30p**

MAIL ORDER CHARGES:
UK: Please add 10% p&p (minimum 10p)
OVERSEAS: Please add 33% p&p

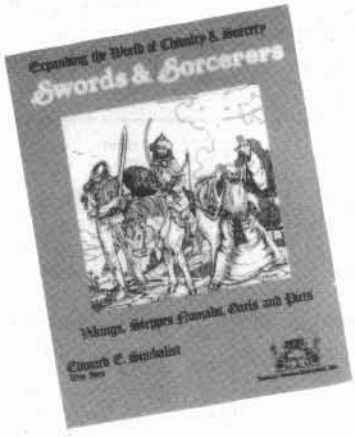
Chivalry & Sorcery

Chivalry and Sorcery comprises the most complete set of rules ever published for Fantasy and Medieval gaming. A role playing game, C & S contains rules covering tournaments, mass battles, sieges, magic, alchemy, monsters, individual combat and much, much more. Role players will find a complete, detailed, medieval lifestyle encompassed in this 129 page book which comes with an index style table of contents. S10 (U.K. £6.50)

Chivalry & Sorcery sourcebook

A supplement to C & S with new rules for forestry, hunting, trade, agriculture, mining & prospecting, creating monsters, sieges, rallying armies, sections on how to use the magic system and create new spells, plus answers to most commonly asked questions. $8 (U.K. £4.95)

Swords & Sorcerers



An expansion to the world of Chivalry and Sorcery with sections on nations on the fringes of Europe. Includes the Mongols, Vikings, Picts and Gaels with appropriate new magick (Druids and Rune Magick). $8 (U.K. £4.95)

BIREME & GALLEY

Complete naval rules for the ancient, medieval and renaissance periods. Includes a 100pp Booklet, cut-apart ship counters, ship record sheet, 25mm scale deck plans for boarding actions, and a clear plastic turning radius sheet. $12.95 (U.K. £7.95)

NEW

DESTRIER

Destrier is a combat card system for Chivalry & Sorcery, designed to allow new players to use the detailed individual combat system of C & S or simply speed up combat for those who have already mastered the system. Destrier provides two sets of cards for tactical combat moves and melee decisions on actions taken during melee. A must for any campaign where players are involved in individual combat. Complete rules for using the cards are contained in a rule book. $5 (U.K. £3.50)

FANTASY GAMES

Available in the USA from

Fantasy Games Unlimited, Inc.

P.O. Box 182, Roslyn, N.Y. 11576

Also available in U.K. from

Games Workshop,

1 Dalling Road, Hammersmith, London W6

Games OF LIVERPOOL

50-54 MANCHESTER ST., LIVERPOOL L1 6ER Tel: 051-236 2605

OPEN: Mon.-SAT. 9am to 6pm.

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

TUNNELS AND TROLLS £1.75

One of the original fantasy role-playing games, tried and tested over several years. It's particular advantage is the availability of many 'solo-dungeons' designed to accompany it.

Solo-Dungeons – each with a particular theme.

Buffalo Castle £1.75
Deathtrap Equalizer £1.95
Labyrinth £1.95
Naked Doom £1.95
Dragon's Dungeon £1.95
Weirdworld £1.95
Overkill £1.95
Beyond the Silvered Pane £1.95
City of Terror £3.95
Computer Dungeons – individually produced solo-dungeons, no two are the same ... £3.40
Dungeon of the Bear – a dungeon-masters dungeon with map and guide (for T&T) £1.95
Instant Bad Guys – a book of pre-rolled characters for fantasy games £2.75

PHILMAR GAMES

DIPLOMACY. The classic multi-player game of pre W.W.I European politics and war. Up to seven players make and break alliances in a game of few rules but great skill and subtlety £5.00
KINGMAKER. Halfway between Diplomacy and conventional boardgames, appealing to devotees of both styles as well as the occasional 'family game' player. The period is the Wars of the Roses and the object is to control the monarch at the end of the game. Diplomacy, plague, battles, sea-movement and many other features combine to produce a sparkling game, best suited to three or more players £5.75
DECLINE AND FALL. An action packed four player game of the barbarian invasion of Rome. Huns, Vandals, Goths and Romans strive to gain ascendancy through diplomacy, military power and taxation £5.00
SEASTRIKE. Modern Naval combat with thoughtful rules and well designed components. A great variety of play possibilities for two or four players £5.00
ENGLISH CIVIL WAR. For two players covering the conflict between King and Parliament in the period 1642-1645. Easily understood and fast-moving game with tactical and strategic decisions required .. £5.50
SORCERORS CAVE. Fantasy role-playing games are fun but require much preparation. For those who wish for the realms of magic, monsters and treasure without too much work, this is their game. Easily understood by all the family every game being very different. Rules for one, two or many players £5.00

NEW from SPI: Agincourt £6.35
Art of Siege Warfare £16.00
Great War in the East Quad £8.45

COUNTER MAGNETISING STRIP. Available in ½" wide strips – adhesive on one side to stick to your counters. All you need is a knife to separate the magnetised counters and a metal sheet to go behind your map. Ideal for putting your game on a wall. A five feet strip is enough for a SPI folio sized game (100 counters). Price per 5ft strip £1.60 – per 10ft strip £3.10.

On display in our figures showroom:
Minifigs 15mm
ACW, ECW, Ancients & Tricorne
Minifigs 25mm ..... Napoleonic
Heritage 15mm ..... Napoleonic
Heritage/Der Kriegspieler 25mm .... Fantasy
Ral Partha & Minot 25mm ..... Fantasy
Lamming 25mm ..... Ancients & Medieval
Lamming 20mm ..... W.W.II.
Asgard 25mm ..... Ancients, Fantasy, Sci-Fi
Dixons 25mm .. Oriental, Dark Ages, Flodden
Jacobite 15mm ..... Napoleonic
Leicester 1/300th ..... Buildings
Revo 1/300th ..... A.F.V.'s

BATTLELINE GAMES

Air Force £6.75
Dauntless £7.45
Air Force/Dauntless Expansion £4.25
Alpha Omega £7.95
Flat Top £9.25
Machiavelli £7.95
Viva Espagna £5.95
Fury in the West £6.25
Custers Last Stand £5.95
Shenandoah £6.25

FANTASY & SCI-FI GAMES

D&D basic rulebook £2.50
Players manual (hardback) £6.95
Players manual (softback) £4.50
Monster manual (hardback) £6.95
Monster manual (softback) £4.50
Greyhawk £3.40
Blackmoor £3.40
Eldritch Wizardry £3.40
Gods, Demi-Gods and Heroes £3.40
Swords and Spells £3.40
Monster and Treasure Assortment Sets I, II, and III each £1.50
Dungeon Geomorphs I, II, and III each . £1.50
Polyhedra dice set £1.50
Pair of 8-sided dice 50p
Pair of 20-sided dice 50p
City State £5.95
Tegel Manor £3.50
Wilderlands of High Fantasy £6.25
Thieves of Badabaskor £1.99
Sea Steeds and Wave Riders £4.95
Villages Book £1.99
Islands Book £1.99
Castle Book £1.99
Citadel of Fire £1.95
Gen. Con. Dungeons £2.35
Palace of the Vampire Queen £2.75
TSR. Module G1, G2, each £3.50
TSR. Module G3, D1, D2, each £3.75
TSR. Module D3 ..... £4.50
Arduin Grimoire £6.50
Welcome to Skull Tower £6.50
Book of Demons £2.50
Book of Monsters £2.50
Book of Sorcery £2.50
Lankhmar £6.95
Empire of the Petal Throne £17.95
The Manual of Aurania £1.75
Chivalry and Sorcery £6.50
C & S Source Book £4.95
C & S Swords and Sorcerers £4.95
Star Probe £4.25
Star Empires £4.95
Cosmic Encounter £6.95
C.E. Expansion Kit 1, 2, 3 each £2.95
Gamma World £6.95
Metamorphosis Alpha £3.40
Starships and Spacemen £3.95
Godsfire £9.95
King Arthurs' Knights £6.95
White Bear, Red Moon £6.95
Nomad Gods £6.95
Elric £7.95
Troy £6.95
There and back again £2.95
Microgames – Ogre, Chitin, Melee, WarpWar, Rivets, Olympica and Death Test, each £1.99
Wizard and G.E.V. £2.75
The Warlord Game (U.S.) £8.95
Warlord (U.K.) £9.95

AVALON HILL GAMES

Afrika Korps £7.95
Air Assault on Crete £7.95
Alexander the Great £7.95
Anzio £7.95
Arab-Israeli Wars £7.95
Battle of the Bulge £7.95
Caesar Alesia £7.95
Caesars' Legions £7.95
Cross of Iron £7.95
Diplomacy (American) £7.95
Feudal £7.95
Gettysburg II £7.95
Jutland £7.95
Kingmaker (American) £7.95
Luftwaffe £7.95
Midway £7.95
Outdoor Survival £7.95
Panzerblitz £7.95
Panzer Leader £7.95
Rail Baron £7.95
Richthofens' War £7.95
Russian Campaign £7.95
1776 ..... £7.95
Squad Leader £7.95
Stalingrad £7.95
Starship Troopers £7.95
Submarine £7.95
Third Reich £7.95
Tobruk £7.95
Wooden Ships & Iron Men £7.95

S.P.I. GAMES

Air War £7.50
American Civil War £6.35
Ardennes Offensive £6.35
Atlantic Wall* £17.00
Barbarossa £6.35
Battlefleet Mars £7.50
Blue & Gray Quad £7.50
Blue & Gray II Quad £8.45
Borodino £6.35
Cobra £6.35
Conquerors £9.25
Conquistador £6.35
Crimean War Quad £8.45
Descent on Crete £9.25
Desert War £6.35
Dreadnought* £5.00
Drive on Stalingrad £7.50
Fast Carriers £7.50
Firefight £7.50
First World War (Module for War in the West) £9.25
First World War (complete with maps) £19.50
Foxbat & Phantom £6.35
Frigate £6.35
Fulda Gap £5.75
Global War £7.50
Green Fields Beyond £6.35
Highway to the Reich £12.00
Invasion America £7.50
Island War Quad £8.45
Kursk £6.35
Legion £6.35
Mech War '77 ..... £5.00
Mighty Fortress £6.35
Modern Battles Quad £8.45
Modern Battles II Quad £7.50
Napoleon at War Quad £8.45
Napoleons Last Battles Quad £7.00
N.A.T.O. £5.25
Next War* £17.00
Normandy £5.25
North Africa Quad £8.45
Objective Moscow £12.00
October War £6.35
Outreach £5.25
Panzer '44 ..... £5.25
Panzer Armee Afrika £6.35
Panzergruppe Guderian £6.35
Patrol £5.25
Raid £6.35
Red Sun Rising £7.50
Seelowe* £5.00
Sinai* £5.00
Sixth Fleet £6.35
Sniper £5.25
Sorcerer £5.25
Spartan £6.35
Spitfire £6.35
Starforce £5.00
Starforce Trilogy £11.50
Starsoldier £5.25
Strategy I £10.50
Swords and Sorcery £8.45
Tank! £6.35
Terrible Swift Sword £12.00
Thirty Years War Quad £8.45
Up Scope £7.50
U.S.N. £6.35
Viking £6.35
Wacht Am Rhein £12.00
War Between the States £12.00
War in the East £14.00
War in Europe £22.75
War in the Pacific £23.75
War in the West £17.00
War in the West Exp. Kit £7.50
Wellingtons' Victory £13.00
Westwall Quad* £7.50
World War II £5.25
World War III £5.75
* = Games in the new book-case style boxes
All others in Z-Packs, Boxes 50p

WAR OF THE RING

The authorized portrayal of Tolkien's mythical world – £8.50. Small battle games GONDOR and SAURON £5 each. MIDDLE EARTH – the three game set for £12.

FUSILIER GAMES

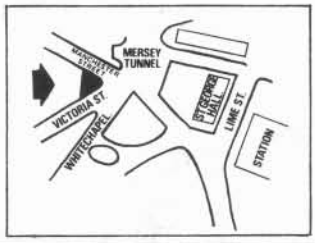
Sadowa £2.60
Wehrmacht £3.00
Warsaw Rising £3.00
Robert the Bruce £6.00

FIRE AND MOVEMENT MAGAZINE – issue No. 14 95p. One years sub. £5.70.

Grip-Top Clear Plastic Bags

3" × 3¼" (Width & Depth) 1p
4" × 5½" 1½p
5" × 7½" 2p
6" × 9" 2½p
8" × 11" 3p
10" × 14" 4p
12" × 16" 8p

WHY NOT ORDER BY TELEPHONE USING ACCESS OR BARCLAY-CARD save the trouble of sending a letter and cheque.



SIMULATIONS CANADA games all £7.75

RAKETNY KREYSER. A tactical level naval game for the period 1975-1999. Many scenarios and intriguing rules features.

DIEPPE. A company, platoon and section level game with several scenarios of the Allied amphibious assault of 1942 on occupied France.

LE GRAND EMPIRE. Strategic simulation of Napoleon's bid to establish French hegemony over Europe. Two to seven players.

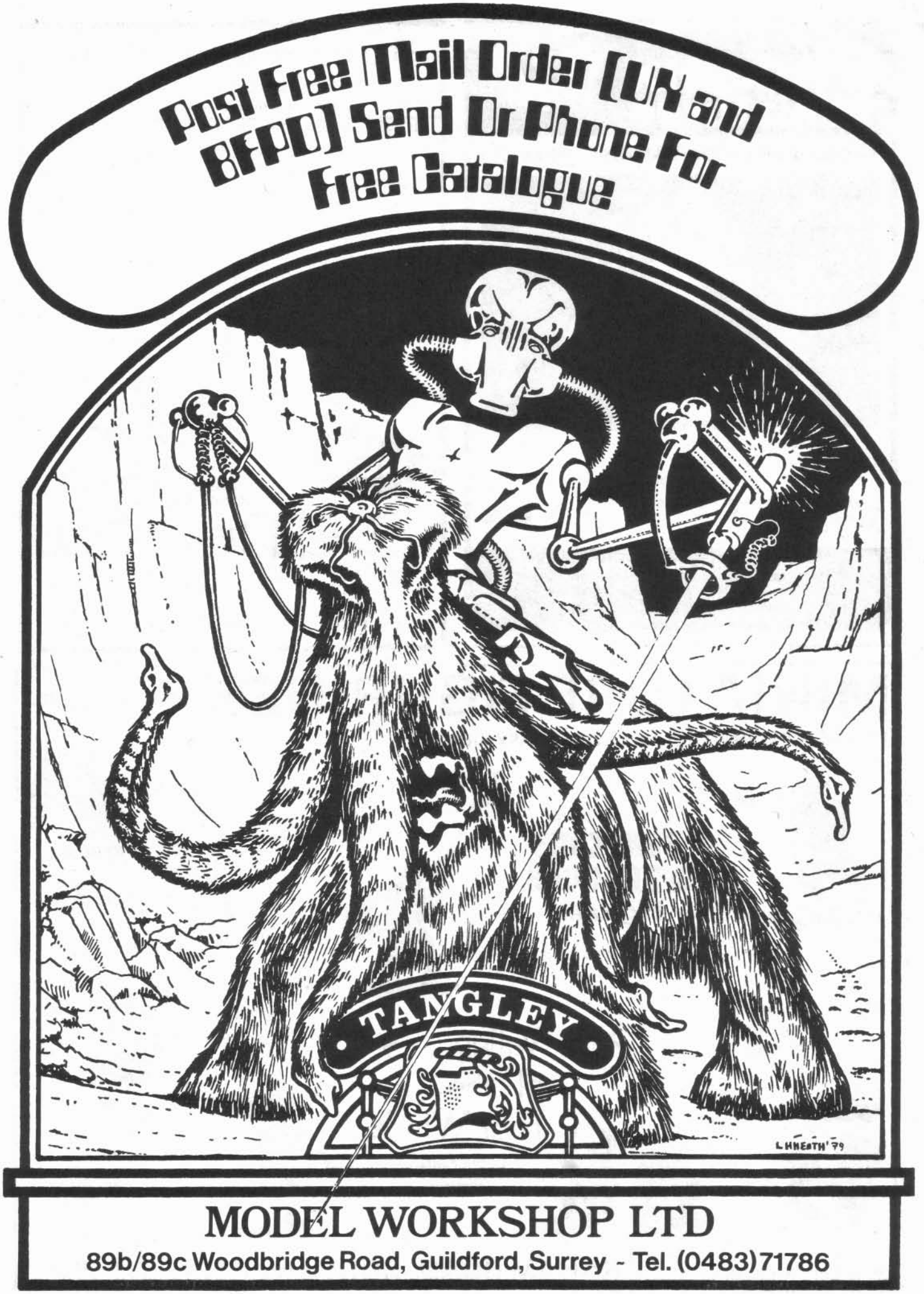
QUEBEC LIBRE. A game dealing with the political and economic problems of contemporary Canada. For up to six players.

I.J.N. A tactical recreation of W.W.II naval actions in the Pacific. Many innovative rules give the game a fine period 'feel'.

PELOPONNESIAN WAR. The 30 year struggle for dominance in Ancient Greece in strategic game form. Optional third player (Persian).

TRADE ENQUIRIES WELCOME

All orders Post Free (UK & BFPO). Minimum order 95p.


Post Free Mail Order (UK and BFPO) Send Or Phone For Free Catalogue
TANGLEY
L HEATH '79
MODEL WORKSHOP LTD
89b/89c Woodbridge Road, Guildford, Surrey - Tel. (0483) 71786

Phoenix Miniatures

The lost world of Atlantis? (part IX)

A23. 'Encounter in the swamp'
Complete Set (1/32nd Scale) £9.72
incl. postage & V.A.T. (U.K. only)

ILLUSTRATED CATALOGUE/HANDBOOK
65p (incl. postage) U.S.A. $3.00 (Airmail)
Overseas generally £1.00

Phoenix Model Developments Ltd.
Producers of Miniature Historic Figures & Scale Models etc
The Square, Earls Barton, Northampton, England
Telephone Northampton 810 612

Dungeons & STARSHIPS

Fantasy & SF Games Specialists
45 Summer Row, Birmingham B3 1JJ.

DUNGEONS & DRAGONS revised basic set inc. Rule Book, Polyhedral Dice, Geomorphs I and Monsters & Treasure I £7.50
D&D Revised Rule Book £2.50
All original supplements (each) £3.40
Full range Judges Guild inc. City State @ . . £5.95
Ready Ref @ £1.99
+ all New items
All The World's Monsters I & II @ (each) . . £4.95
MICROGAMES – All @ £1.99 except Wizard & GEV – both @ £2.75. The Death Test £1.99

Call in and see us, we stock a full range of TSR, Judges Guild, FGU, Metagaming, GDW, SPI, Avalon Hill, Flying Buffalo, Philmar, Chaosium, F&F Games and others.

NEW

THE SOLO DUNGEON.

©Games Publications.
A solitaire, programmed Dungeon, ready for use, only £2.40
TRADE ENQUIRIES WELCOME (Tel: 021 233 1302)

MINIATURE FIGURINES

METAL FIGURES

FOR THE BEST IN WARGAME AND FANTASY FIGURES

TSR HOBBIES, INC
DUNGEONS & DRAGONS
Figures

MANUFACTURED UNDER EXCLUSIVE LICENCE

TSR Games
Rules
Latest Imports

Science Fiction
Fantasy
BOOKS

★ Valley of the Four Winds ★

25mm Fantasy Figures

MAIL ORDER ADDRESS 1-5 GRAHAM ROAD, SOUTHAMPTON Tel: 20855

Please mention WHITE DWARF when replying to advertisements

WHITE DWARF

We thought it appropriate to feature an Eddie Jones painting for the cover of *White Dwarf* this issue as readers voted his painting on the cover of issue 10 their first choice in our recent survey (full results on page 25). Eddie is well known for his magazine and book covers and we are very pleased to be able to feature some of his excellent artwork in *White Dwarf.*

As the readership of *White Dwarf* grows, the resulting increase in print run means we are able to offer the reader more for his money. This issue contains four extra pages and this 32 page format will now be standard. Our existence depends on *you,* our readers, and we thank you for your support.

People who we do not thank are the photocopier fanatics. In a hobby industry like adult games, prices can never be as low as "mass market" products because the unit costs are so much higher. So if you see people using photocopied rules or magazines, give them a bad time, especially if you have paid for your games. Besides being illegal, it means higher prices for those of you who do buy the products. Please support those who make it all possible and patronise TSR, GDW, FGU, The Chaosium, etc. Don't rip them off.

Ian Livingstone

CONTENTS page

THE FIEND FACTORY 8
An assortment of readers' monsters edited by Don Turnbull

USEFUL DUNGEON EQUIPMENT 10
New backpack items by Lew Pulsipher

OPEN BOX 12
SF/F games review

SPELLMAKER 14
Suggested revisions by the inventor, Eric Solomon

NEWS 15
What's happening in the SF/F games world

MOLTEN MAGIC 15
SF/F miniature figures review

POOL OF THE STANDING STONES 16
A complete mini-dungeon by Bill Howard

VALLEY OF THE FOUR WINDS 20
Chapter Five: The Hall of Wizardry

TREASURE CHEST 22
A miscellany of D&D additions

A DIP INTO THE PLAYERS' HANDBOOK 24
Advanced D&D examined by Don Turnbull

CLASSIFIEDS & HELP! 26

Editor: Ian Livingstone
Feature Editors: Steve Jackson, Albie Fiore, Don Turnbull
Cover Illustration by: Eddie Jones
Published by: Games Workshop

Artwork by: Polly Wilson, Alan Hunter, Robin Hill, and Russ Nicholson
Printed by: The Pentagon Printing Group, Bateman Buildings, Soho Square, London W1.

All subject matter in *WHITE DWARF* is copyright of the publishers Games Workshop. All rights on the entire contents of this publication are reserved and nothing may be reproduced in whole or part without prior consent of the publishers. © Games Workshop 1979. The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers.

Display advertising rates and trade enquiries available on request.

Contributions: The Editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *WHITE DWARF.* Contributions should be typed, double-spaced, on one side of the paper only

Subscriptions: Remittances should be sent and made payable to *WHITE DWARF,* Games Workshop, 1 Dalling Road, Hammersmith, London W6, (Tel: 01-741 3445). *WHITE DWARF* is published bi-monthly and annual subscription rates are as follows:

Overseas Distributors:

USA: Balboa Games Company, 630 W. Willow Street, Long Beach, CA 90806
Bill Dean Books Ltd., 166–41 Powells Cove Blvd., Whitestone, New York 11357
Fantasy Games Unlimited, P.O. Box 182, Roslyn, New York 11576
Fantasy & Hobby Sales & Mfg., P.O. Box 4052, Muskegon Hts., Michigan 49444
Gambit, 687 Market, San Francisco, CA 94105
Heritage Models Inc., 9840 Monroe Drive, Bldg. 106, Dallas, Texas 75220
Judges Guild , P.O. Box 773, 1165 N. University, Decatur, Illinois 62525
Miniature Figurines Ltd., Box P, Pine Plains, New York 12567
Penn-Hurst Distributors, 1142 S.96th Ave., Zeeland, Michigan 49464

Canada: Fandom II, 364 Rideau Street, Ottawa, Ontario

Australia (East): Models & Figurines, 162a Willoughby Road, Crows Nest, N.S.W. 2065
(West): Games Wholesale Co., GPO Box P1184, Perth 6001

	Surface	Airmail
UK	£4.00	–
EUROPE	£5.00	£6.00
USA	$12.00	$14.00
OTHER	£6.00	£7.00

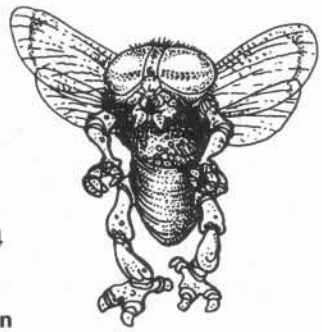
Any enquiries regarding subscriptions or any other matters should be accompanied by a Stamped Addressed Envelope.

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

You will be pleased to know that Ye Ed has asked me to reduce the amount of trite prattle I insert at the beginning and end of the Factory to leave more space for new monsters. Mortified as I am, I have to admit that the purpose of the column is not to bore the pants off you with my comments, so I'll have to yield to *force majeur.* Mumble mumble . . . .

Assassin Bug

by Ian Livingstone



No. appearing:	**2**
Armour class:	**5**
Movement:	**6"/18"**
Hit Dice:	**1D8+1**
Treasure:	**type F**
Attack:	**(male only) bite for 1D4**
Alignment:	**Neutral**
Intelligence:	**animal**
Monstermark:	**2.2 (level I in 12 levels)**

Resembling giant bluebottles (up to 2' long) with four limbs — miniature human arms and legs — the Assassin Bug is rarely seen except during its mating season (one day in every two months) when a male and a female may be encountered flying in search of a host for their offspring. The natural host is human, but Bugs have been known to lay their eggs in other humanoids.

The male will attack first, biting a victim for 1D4 damage; if this attack succeeds, the Bug's saliva will paralyse the affected area of the victim's body unless he makes his saving roll. The male will continue to attack until killed.

As soon as the male's attacks have achieved the desired paralysation, the female will 'attack' the affected area; if successful, she implants her egg into the victim's body, then dies.

The egg will hatch, producing 1—4 larvae, 13—24 hours after it is implanted. During this period, only a very powerful spell such as *limited wish* (or surgery) will remove or kill the egg. When the larvae hatch, each one will cause 1 point of damage to the host each turn (ten minutes). After two weeks, the larvae will leave the host body and metamorphose into fully grown Assassin Bugs. While they are in the host body, the larvae can be killed by a number of spells: *cure serious wounds* will kill one larva per experience level of the caster above sixth; *cure critical wounds* will kill all larvae; *heal* will kill all larvae and restore all but 5—8 of the victim's hit points.

Assassin Bug eggs are regarded as great delicacies by Trolls, Troglodytes and Bugbears.

Comments: Considering the limited number of larvae produced by each mating pair, and the likely mortality rate of the larvae, it is a trifle surprising the breed has survived. Presumably a freshly-killed body would do as a host? Though things would be pretty nasty after two weeks . . .

Iron Pig

by Roger Musson

No. appearing:	**1D4**
Armour class:	**2**
Movement:	**8"**
Hit Dice:	**5D8**
Treasure:	**nil**
Attack:	**one bite 1D10 plus chlorine gas**
Alignment:	**Chaotic**
Intelligence:	**non**
Monstermark:	**154.7 (level VII in 12 levels)**

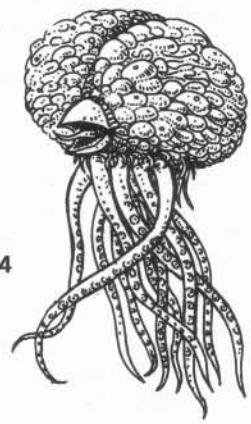
The Iron Pig was originally constructed as a trial experiment prior to an attempt at constructing an Iron Golem. Since then, evil magic-users have come to regard these hulky porcine creations as useful and less expensive substitutes for the Golems.

Like the Iron Golem, the Iron Pig may only be hit by magical weapons with a bonus of +3 or better. Its normal attack is a 1D10 bite but it may simultaneously breathe little puffs of chlorine gas (1D6 damage) for a maximum of 20 rounds per day. It will always breathe if it has been damaged.

Comments: The Golems are too powerful for inclusion in those parts of dungeons likely to be entered by low-level players, but the Iron Pig is much more deployable. The designer gives it standard magical resistance, unlike the Golems, but that's reasonable if it is an 'economy version'.

Grell

by Ian Livingstone



No. appearing:	**1**
Armour class:	**4**
Movement:	**12" (flying)**
Hit Dice:	**5D8**
Treasure:	**nil**
Attack:	**ten tentacles @ 1D4 plus bite @ 1D6 plus paralysation**
Alignment:	**Neutral evil**
Intelligence:	**average**
Monstermark:	**641.2 (level X in 12 levels)**

The appearance of the Grell is fearsome — a body like a giant exposed brain 5' in diameter and with a frontal beak, below which trail ten 6' long tentacles. The beast flies by a levitation process, the tentacles controlling horizontal motion.

Grells are very dangerous and cunning, often dropping on victims from above. All ten tentacles can be brought to bear on a single victim;

each inflicts 1D4 damage and carries small spines which paralyse the victim unless he makes his saving roll. As soon as the prey has been paralysed, the Grell anchors two tentacles onto the body, lashing it with the other eight tentacles and also biting with its beak for 1D6 damage (none of these attacks require a 'to hit' roll once the victim has been grasped).

Any hit on a tentacle will render it inoperative (though it regenerates in two days) but the damage is not subtracted from the Grell's hit points – damage can only be caused by hitting the body.

Grells are immune to Lightning but otherwise have standard magical resistance.

Comments: This thing is even worse than the Carrion Crawler – with ten tentacles hitting, there's not much chance of avoiding paralysation; lucky it only attacks on the '5 dice' line. I should have thought the sight of this beast would be likely to induce *fear* in low-level characters as the Mummy.

It's not often we have such a powerful entrant in the Factory, but this one is mighty interesting ... in its way (I would not like to meet it).

HOOK HORROR

by Ian Livingstone

No. appearing:	**2D6**
Armour class:	**3**
Movement:	**9"**
Hit Dice:	**5D8**
Treasure:	**type P**
Attack:	**two talons, 1D8 each**
Alignment:	**Neutral**
Intelligence:	**low**
Monstermark:	**45 (level IV in 12 levels)**

Large, powerful humanoids, Hook Horrors have vulture-like heads and a hard plated exoskeleton which is mottled grey in colour. Though their vision is very poor (they inhabit deep underground caverns) their hearing is extremely acute and there is only a 10% chance of surprising them.

Their arms end in sharp, hooked talons which they use in melee.

They cannot speak but communicate by making clacking noises with the exoskeleton – an eerie sound which can alarm the unwary as it echoes round dungeon corridors.

Comments: Straightforward stuff, but an excellent and vivid image even without the artist's work. Perhaps they should have vulnerability to, or at least fear of, light – so that a light spell would hold them off, for instance?

GITHYANKI

by C. Stross

No. appearing:	**1D4**
Armour class:	**variable**
Movement:	**variable**
Hit Dice:	**variable (upper limit of 11D8)**
Treasure:	**individuals type R, lair type A**
Attack:	**by weapon type**
Alignment:	**variable but never good and always evil**
Intelligence:	**average – genius**
Monstermark:	**variable**

Long ago the Mind Flayers enslaved a race of evil humans – the Githyanki – as slaves and food. Gradually the Githyanki grew in strength and powers, finally throwing off their rulers' yoke and gaining their autonomy. They dwell in the Outer Planes but frequently project themselves to the material plane (an innate ability common to all members of the race) and from time to time will set up temporary refuges deep underground from which they mount raids on humans and Mind Flayers alike. They worship a Lich-Queen said to have powers at the 24th level of magic-use.

Githyanki progress in experience as fighters, magic-users or fighters/magic-users. They have never been known to progress above 11th level and rarely above 8th. Githyanki use armour and weapons as men do, though the ornateness of their design is often a distinguishing feature.

Fighters and fighter/magic-users of 5th level and above usually carry Dancing Swords of at least +1 bonus. A Githyanki fighter of 7th level and above will usually carry a Silver Sword – a +3 broadsword with a limited vorpal property (sever on a roll of 20) and which, if used astrally, has a 20% chance per melee round of cutting the Silver Thread. Silver Swords are intelligent (10 or higher, with an ego of 7 or higher) but are non-aligned; Githyanki will go to any lengths to prevent them from falling into human hands.

Outside their lair, they will never be encountered in parties larger than 4; in the lair however will be 21–30 Githyanki of all types.

All Githyanki, of whatever level, have psionic abilities in the range 150–250 with all attack modes and all defence modes except J.

Comments: Another extremely well-developed 'tribal' beast and one which deserves to feature in many high-level modules. For an explanation of the Silver Thread, read the clerical Astral Spell in the *PH* – the Silver Sword is a very powerful astral weapon indeed. I am curious to know whether the designer intended the Githyankis' projection to the material plane as using the Silver Thread – if so it explains more clearly why they are so anxious to retain control of the Silver Swords, though it doesn't explain why they bring Silver Swords with them in the first place. Could the designer elucidate please? As it stands, most fighters would prefer the Dancing Sword to the Silver Sword.

GIANT BLOODWORM

by Ian Livingstone

No. appearing:	**1D4**
Armour class:	**7**
Movement:	**6"**
Hit Dice:	**6D8**
Treasure:	**type Q**
Attack:	**blood drain 1D8**
Alignment:	**Neutral**
Intelligence:	**non**
Monstermark:	**27 (level III in 12 levels)**

20' long, Giant Bloodworms are usually found in the shallow pools of underground caverns. Their underbelly is dark slimy brown while their upper surface is mottled green – lying half in, half out of a pool a Giant Bloodworm is easily mistaken for a moss-covered rock. They attack when stepped upon.

When a Giant Bloodworm attacks, it will attempt to fasten its large suckered mouth onto a victim, and if it succeeds it will, each subsequent round, drain blood from the victim, inflicting 1D8 points damage.

Giant Bloodworms are particularly vulnerable to fire – they take double damage from normal fire attacks and save at –2 against magical fire.

Comments: The Giant monsters aren't usually low-level, so this one is particularly welcome in the third rank. Presumably it also has swimming ability (at the same 6" rate?) and could if necessary retreat into the water. I am a bit surprised at the low armour class – a beast which spends its time moving over rocks should have tougher skin; perhaps this is a dexterity disadvantage?

Desert Raider

by Cricky Hitchcock

No. appearing:	**4D10**
Armour class:	**8**
Movement:	**12"**
Hit Dice:	**5D8**
Treasure:	**nil**
Attack:	**1 'dagger' (1D8) at +2 hit probability – see below**
Alignment:	**Chaotic good**
Intelligence:	**very**
Monstermark:	**24.8 (level III in 12 levels) and higher**

These humans inhabit dungeons and deserts and wear special robes known as 'stillsuits' which can re-cycle the body's water to make it drinkable. These stillsuits may be used by other human characters in an emergency though there is a 10% cumulative chance per hour that the water so produced will be poisoned.

Similar to humans in most respects, the Desert Raiders can be recognised by the fact that their eyes are completely blue.

They fight as 5th level fighters and use Crysknives – daggers made from the teeth of Purple Worms; these weapons inflict 1D8 damage and Desert Raiders attack at +2 hit probability with them.

Of every 5 Desert Raiders encountered, one will have clerical abilities ranging from 4th to 6th level; in addition, one in every five Desert Raiders will be trained in the 'weirding way' and may attack as a monk ►

of 4th–7th level. A band of more than 20 Desert Raiders will be led by a 'bodyguard' which gets two attacks per round, each at +2 hit probability, with open hand, doing 1D10 damage per attack.
Comments: A well-developed 'tribal' monster on the lines of the excellent Drow in the *TSR* D modules. I hope the designer doesn't mind me changing the name, for copyright reasons. It should be noted that the Desert Raider uses the same 'saving roll' table as a 5th level cleric, and the ones trained in the monk's abilities will use the appropriate monk's table.

Three-headed Skrat

by Bob Montgomery

No. appearing:	**1**
Armour class:	**5**
Movement:	**1"**
Hit Dice:	**4D8**
Treasure:	**J,K,L,M,N,Q,X**
Attack:	**See below**
Alignment:	**Neutral**
Intelligence:	**animal**
Monstermark:	**143 (level VII in 12 levels)**

These predatory beasts are the subject of many ancient myths. They dwell above or below ground in any fissure – even volcanic ones as they are immune to fire – that they can secrete their long serpentine body into (like a hermit crab). Vibrations through the earth warn them of anyone's approach whereon they will rear out and attack. They are slow moving and seldom encountered away from their hole which they only leave to find a larger one.

They have a single head atop 3 muscular intestinal tracts *but* appear to have 3 heads and intertwined bodies, as described in legends. This is because they emanate a powerful *spectral force.* Because of the legends, any communicative beings will automatically believe it to have 3 heads and will sustain damage from each while any attacks on it have only 1/3 chance of being directed against the true monster. Each believed head attacks independently with a 1–6 bite and collectively for a 1–4 constrict plus 1–4/melee round thereafter until hit with 18+ causing it to release its grip. Any prey slain will immediately be drawn down into the creature's lair to be eaten. The heads shimmer as *mirror image* so that if any damage is done all three appear the same – the images do not dispel – and the true creature remains indistinguishable.

For every 10 adventurers, there is a 5% chance that one will have no prior knowledge of the beast or legends and may therefore save as for the spell. If he saves he may attack unerringly but has only a 5% chance (+5% per charisma point above 12) of convincing others that the beast has one head. If the beast attacks him it does so with one bite plus constriction.

Any treasure is from victims and is at the deepest part of the lair.
Comments: A novel beast that could be as difficult to DM as it is to fight. It has virtually 12 hit dice!

Before closing the *Factory* doors on a goodly collection, there is something I am allowed (!) to say. We (that is, *Games Workshop,* who have asked me to edit the project) intend to produce and publish a volume of monsters, most of which have been submitted for inclusion in the *Factory,* as the second volume of the *Monster Manual;* the publication will have official *TSR* recognition and will be called the *Fiend Folio* (to maintain some alliteration). Not all the monsters which have appeared in the *Factory* will be included and of course the *Folio* will contain many more monsters than have appeared in the *Factory* so far. Designers will be credited if their creations are to appear. There will have been modification/expansion of some of the entries, I hope designers don't mind my messing about a little with their creations and will approve the changes as worthwhile. Some names, too, will be changed for various reasons.

I am writing to all designers regarding the *Fiend Folio,* but do not have the addresses of Mary Patterson, W. Maddox or Simon Tilbrook. Would they please write to me c/o *White Dwarf.*

This is an exciting project which will bring many more new monsters to your notice than could the *Factory;* we hope you will give it your full support.

Publication date has not yet been fixed, but we hope to aim for late 1979.

USEFUL DUNGEON EQUIPMENT

by Lew Pulsipher

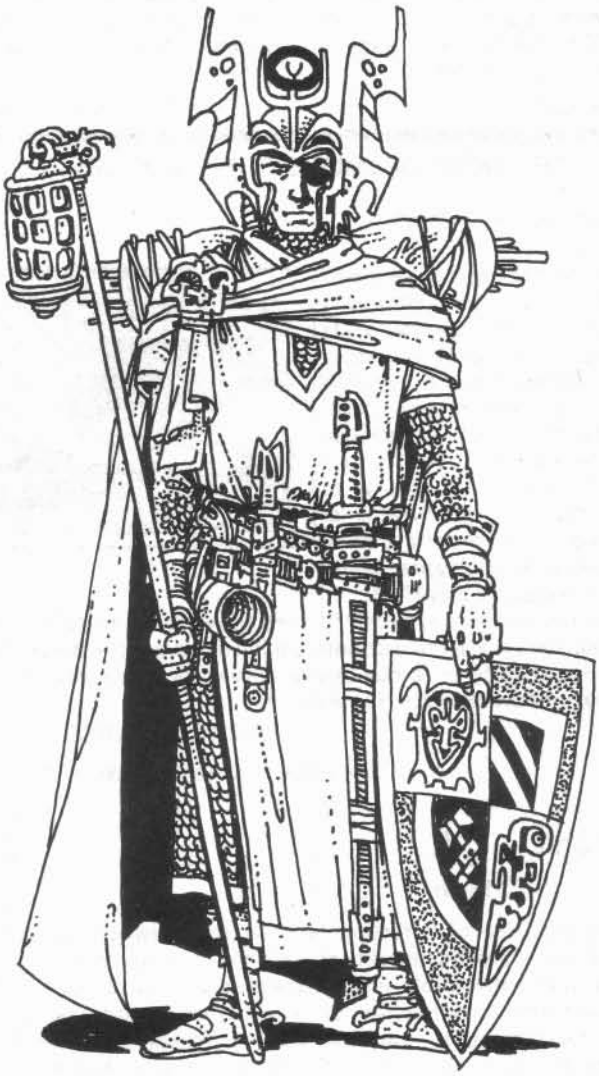
Given a technology capable of producing steel swords, plate mail, and large masonry castles, one can think of a great many items useful in dungeon adventures but not listed on the *D&D* equipment tables. Even if the referee charges a stiff price – but none of these could cost more than a suit of plate – they're worth it. Most should be carried in a sack placed near the top of one's backpack, but some would be better close to hand or on a mule.

First, if the referee permits it (he should not), buy weapons with a silver content for use against lycanthropes and undead. More plausibly, the referee might allow silver coating on weapons (after all, one has silver coated arrow tips), but it should wear off after a few blows are struck. Each character except MU's will probably have one long and one shorter weapon – sword and war hammer or hammer and morning star. In addition, or in place of the second weapon, each character should have a non-ferrous weapon to use against rust monsters – even a dagger is worthwhile. MU's and mules should carry one non-ferrous weapon each. A bronze weapon hits at minus 1, though with normal damage; however, 20% of the time a hit is scored vs. an opponent of armour class 4 or better, or with a shield, the weapon breaks and no damage is inflicted. (For a blunt weapon 10% is more plausible than 20.) (Note: The new-style rust monster can corrode any metal, but only when it scores a hit, not when the weapon hits the monster; a few wood and stone clubs and flint daggers might be worth carrying, just in case.)

A two-handed sword should go on a mule – it's too cumbersome for characters to carry about indoors, of course, unless always carried in the hands. A few arrows should be prepared for flame – rags attached ready for oil priming, and balance adjusted. All weapons should be blessed (remember rakshasas) and for good measure cleansed or sprinkled occasionally with holy water, assuming the party can obtain it.

Next we come to metal implements. A silver-coated steel chain with connectors, about five feet long, and a silver-coated pair of manacles, should be carried on a mule. The silver is a precaution against lycanthropes in human form and will be a good joke on any thief who thinks he's stealing solid silver. A crowbar has obvious uses. Mountain climbers' piton rings can save lives as anchor points for ropes, and can double as doorstops when pounded into the floor. A small bell or horn, metal or otherwise, can be used for signals or to scare or confuse enemies (remember Boromir in Moria). A metal 3-prong hook, preferably one that can be attached to chain or rope, or screwed into the butt of a spear, comes in handy. (Your referee might object to a screw connection; in that case a hollow cylinder attachment into which the spear butt is inserted, with a heavy pin or double pin to pass through two holes in the cylinder and one through the spear, will do the trick.) It's going too far to ask for a metal pole that extends like a radio aerial or naval telescope – it would be too difficult to make one that could take any load. However, some 4–5 foot poles with connecting screw attachments or the pin-and-hole method used for the hook, can be useful for a variety of searches.

A list of the next group is sufficient: flint and steel; pen, ink, and paper; eye patch; blindfold; made-to-order gag; noseplugs; earplugs (lightning bolts underground are deafening); hollow wooden tube (good for breathing while under the surface of a



COST CHART

Silverized weapon	100 times normal cost
One silver coating for weapon	Equal to price of weapon
Bronze weapon	Twice standard cost of weapon
Silver coated chain/connectors	15 g.p.
Silver coated manacles	5 g.p.
Crowbar	5 s.p.
Piton rings, five	5 s.p.
Bell, small	1 g.p.
Horn	1 g.p.
Hook, three-pronged	2 g.p.
Pole with screw attachment	2 g.p.
Pole with pin-and-hole attachment	10 s.p.
Pen, ink, and paper/parchment	3 s.p.
Eye patch and blindfold	1 s.p.
Gag, special design	1 s.p.
Noseplugs	3 s.p.
Earplugs	3 s.p.
Wooden tube, hollow	1 s.p.
Chalk	1 s.p.
Torch adaptor (removable)	5 s.p.
Doorstop	5 s.p.

pool, or to use as a blowgun); candle; piece of chalk; cheap shiny trinkets.

Before you enter the dungeon, kill the two rats you remembered to bring with you and put them in oiled paper or cloth. They won't stink any more than you do, but they'll be more appealing to pursuing (or friendly) monster than preserved human rations. (Live rats, by the way, might make noise at the wrong time.)

Some torches should, underneath the flame, have a thin wood or metal square about nine inches each side, centred on the handle. (From the side it will look like a cross.) This enables one to put the torch down without touching flame to floor – it rests on the square. If the torch is dropped the square should make it less likely to go out, assuming the handle is properly weighted.

I find a "patented doorstop" most useful. It is a wedge with a rough or rubber-like bottom so it won't slip along the floor. Imagine a rectangular solid about 6 x 3 x 3 or 4 inches. Cut it diagonally lengthwise and you have the basis for two stops. Modifications will be necessary depending on what kind of doors exist in the local dungeon. When placed on the floor in front of an opening door the stop will slow it down, but if kicked sharply from behind it will wedge itself underneath a closed door, making it hard to open immediately from the other side. Obviously it's not as good as a few pounded spikes, but it can be placed and removed very rapidly – just kick it once or twice from the side to dislodge it.

Finally, make some packets to throw to pursuing monsters. A paper packet or pottery sphere filled with coloured dust or flour will make intelligent pursuers think twice when thrown against the ceiling – maybe it's Dust of Sneezing and Choking or yellow mold spores. Another packet containing various coins and a large but cheap gem may persuade a pursuer to stop a while. Gold coloured or plated copper pieces are also useful.

This may seem like a lot to carry about, but most of it can be divided among the party or put on a mule. The things every member should have, such as noseplugs, don't amount to a large weight or volume. I've not included complicated items like collapsible boats and multi-shot crossbows (yes, they do exist) because a referee can easily argue that such things are beyond the technology of his world, or that characters would never think of such things. I'm sure other players have their favourite implements; perhaps some will send them to *Treasure Chest.*

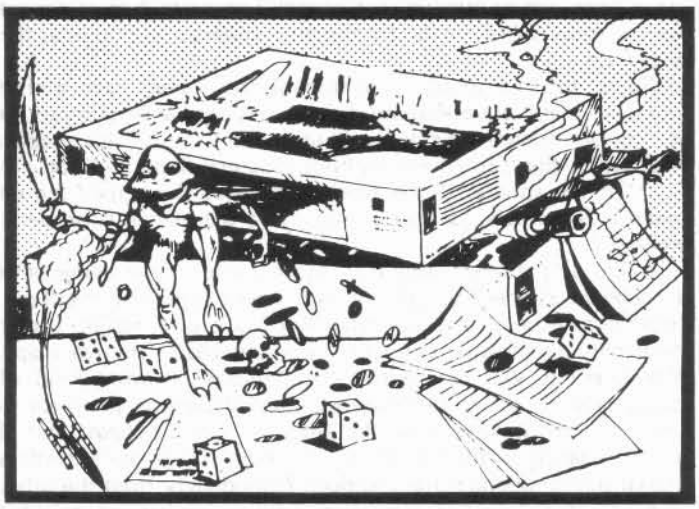
Notes for Referees

Don't let players get away with too much in the way of implements and encumbrance in general. The two most frequent trespasses involve 10 foot poles and lights. A long pole is an awkward device; this will be much more obvious if you use a toothpick or other stick (depending on scale) on your board to represent each pole. After a while players may decide spears are long enough, thank you. Illumination counters are a lot of trouble, but worth it for experienced parties. I use coloured beads for lanterns, torches, and (ideally) lanterns with shutters temporarily down to block the light. When counters are used players can't avoid assigning someone to hold the lights. It's also useful to know where the lights are when someone wants to throw a lantern or otherwise start a big fire. Remember that lights may go out when hastily dropped, and a lantern may even break and start a fire.

If you use the firebomb rules in *Basic D&D* you'll find that adventures become "hand grenade" raids. Moreover, what's to stop the humanoid monsters from burning everything in sight? This is dull. It is much more interesting, as well as more manageable, to rule that oil is slow to take fire and slow to burn, so that it can profitably be used only to burn cleanup crew or to block passages with prepared fires.

Finally, don't let anyone use poison regularly, except assassins and poisonous monsters. If players argue, point out that if they can have poison, so can the bad guys – and that won't favour the players. Whenever any humanoid uses poison the ferocity rules from *Blackmoor* should apply. If players have just killed a poisonous monster and dip weapons in the poison, that ought to be acceptable until it decomposes (in a few hours), but remember ferocity.

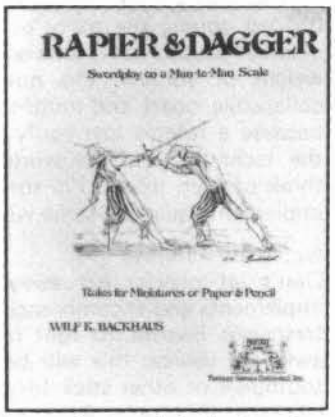
OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel. The OVERALL figures on a 1–10 scale, rates the game itself taking all factors into consideration.

RAPIER & DAGGER

Fantasy Games Unlimited Inc. – £2.50



This is a rules book for sword-play on a man-to-man scale, and is really two sets of rules in one – the first and simpler set dealing with a pencil-and-paper game, the second and more complicated designed for miniature figures. They are presented in a handsome booklet – clearly laid out and well-printed – with two separate card inserts, one a character profile, the other an extract of the most important charts and tables from the rules. These are suitable for photocopying, and indeed such a procedure is suggested in the rules.

Before the rules proper, the booklet contains some interesting history of sword-fighting and introduces the basic measures, stances, movements and sword actions which are common to both games. Characters are 'generated' in the familiar way, using 20-sided dice, their expertise is determined and their profiles accumulated; then we are ready for action.

I found even the 'simple' rules quite complicated and until familiarity is gained with the procedure, duels may take some time to resolve. Even when the mechanics are starting to flow smoothly, it isn't very often a hit is registered if the opponents are novices. But the action is quite realistic – much more so than the fencing rules in *En Garde* for instance, which are rather simpler – and includes grappling in close contact, disarming one's opponent, the use of different types of armour and weapon and different fencing styles.

Only one misprint came to light in my researches – the initials J.L. in the movement effect table aren't explained in the text; I assume this is meant to be M.L. – the J and the M are close enough on the typewriter keyboard to make this a strong possibility, and there seems to be no other explanation.

However, even for those to whom rule-reading and comprehension are second nature, these rules are not easy to digest and assemble into a coherent whole. A few examples of play would have been of enormous benefit. Particularly in view of this, I would commend to purchasers the gentle approach – learn the pencil-and-paper rules first before going into the greater complexity of the miniatures rules.

The rules are readily adaptable into existing games such as *En Garde, Chivalry & Sorcery* or even *D&D* if you want to make melee more realistic between opponents using swords. I suspect, however, they will be used more often on their own – and they provide the basis for some entertaining and thought-provoking duels. Recommended.

Overall: 6 **Don Turnbull**

ALL THE WORLDS' MONSTERS Volume II

The Chaosium – £4.95

Hard on the heels of *volume I* of this work comes *volume II* which contains another 250+ monsters for dungeonmasters. The background to *ATWM* was explained in some detail in the review of *volume I* in *White Dwarf 5,* so I won't repeat it here. Suffice it to say that the mixture is as before – new monsters of all shapes, sizes and types, neatly categorised and classified.

In my review of *volume I* I tried to work out an approximate tabulation in order to demonstrate the range of monsters, finding the bias slightly in favour of the more powerful beasts. Here is a repeat of that excercise for *volume II:*

		ARMOUR CLASS		
		2 or better	3–6 inclusive	7 or worse
HIT DICE	1–4	37	100	41
	5–8	72	137	9
	9–12	77	59	8
	13 up	64	44	16

Not a great deal of difference between these results and those for *volume I* – the high-level beast still has the edge, though armour class, taken as a whole, is less in the monsters' favour in *volume II.*

Last time I commented on a source of possible confusion in the characteristics – an unexplained 'plussage' in the AC for some monsters. Regrettably, the confusion still remains; there is no explanation of that 'plus' and I must conclude that it represents a 'dexterity bonus'.

I was pleased to see no great proliferation of Golems this time (though a Garlic Bread Golem takes some beating) and the Elemental class is, logically, thinly represented. There do seem to be some really 'gross' monsters here – more so than in *volume 1*: how do you react, for instance, to the Giant Hunting Falcon of Nicolai Shapiro, which has 28D8, AC2, dives at 460 mph and hits with a beak (3D8), 2 talons (4D6 each) as well as the initial dive attack (19–24)? Or Steve Henderson's Frostwind, which in its largest form had 60D8, AC 2+6 (or -4 by my reckoning) and hits with a blast of cold for 10D4? Even these look puny compared with Sean Cleary's Wall of Darkness, with 8575 hit points, AC -26 and which causes total organic destruction on contact, as well as being immune to most magic.

But these oddities and curiosities do not diminish the impact of the volume which is a very useful addition to the DM's library. If the reader selects with care, rather than merely taking everything on the board, he should find a goodly number of new monsters to unleash on his players.

So my conclusion is very much the same as for *volume I.* I wish the editors had been a little more discriminating, ruthlessly chopping out the uninteresting and the 'randomly-generated' monster and perhaps lowering the price of the final version. But they have included more interesting monsters than did *volume I* and on the whole I can give this collection a marginally better recommendation.

Overall: 5 **Don Turnbull**

THE ARDUIN GRIMOIRE Volumes I, II and III

Dave Hargrave – £6.50 per volume

To remain on safe ground for at least one paragraph, each volume has over 90 pages printed in rather small type on a page 8½" by 5½" – the size of the *Original D&D* booklets. To one of my advancing years and rapidly-approaching senility, the print is not easy to read; as well as being rather small, it is also rather faint in my copy, though *volume III* is much better than the others in this respect. Very little of the booklets' content are text – most are tables and charts: new character classes, new experience points systems, new spells, new magical items, new movement, combat and magical systems, new monsters. In short, the booklets set out the parameters of the author's 'world' *Arduin* in what appears to be a most comprehensive fashion. I understand the *Grimoire* evolved over a period of years during which a number of west-coast fantasy players playtested the 'world' and helped to create a workable system for play. Taken in isolation, it represents a very considerable labour of love on the part of the author – he must have spent many, many hours in its compilation.

Now read that paragraph again, but this time assuming you know nothing about *D&D* or fantasy role-playing games. It doesn't tell you much, does it? Yet this is precisely the impression that the volumes themselves must generate in any reader who comes across them as the first examples of fantasy role-playing material. Presumably the *Grimoire* is intended to be some sort of *D&D* supplement – indeed *volume I* is actually called a 'supplement', though of what it doesn't say, and the buyer of *volume I* might be pardoned for thinking there was something he had missed somewhere along the line. But the *Grimoire* doesn't tell him – there isn't a single reference to *TSR* or to *D&D* anywhere in the three volumes, so far as I can see.

All very curious. To publish the *Grimoire* ostensibly as a set of fantasy game rules – to ask members of the public (of whom more are ignorant of *D&D* and fantasy gaming than knowledgeable) to buy them – carries with it the obligation, as I see it, either to explain to the purchaser how to play the game or to acknowledge the original source of the ideas. Preferably both. But the *Grimoire* does neither, and this I find most odd. It is as though the author were producing the *Grimoire* for the private consumption of those who participate in games in his 'world', only as an afterthought deciding to make them more widely available and without recognising the need either to present a complete game-system or to indicate to the lay reader where to find the means to complete it.

So if you have no knowledge of *D&D* or other fantasy role-playing games, these volumes are unlikely to give you more than a smattering.

But enough of this – let's see what the volumes do contain. There is a lot of it, so I must cover the ground thinly. New character classes – about 20 of them, some of which (the Assassin and the Druid) aren't new to readers of the *TSR Players' Handbook,* with related experience point tables; inevitably, some more apposite than others (I wouldn't permit the Techno in my dungeon, for instance, but that's a matter of personal taste). New monsters – nearly 200 of them – with full descriptions. New spells for all sorts of classes, new hit probability tables, new magical items (these tend to be on the powerful side), special ability tables, height/weight tables for characters (interesting – unless I have misread this section you could generate a character 7' tall weighing 90 pounds), new 'female attributes' tables (even more interesting, some of the possibilities here). And more and more and more. Off-hand I can't think of anything which has been left out, though the extent to which all these things will be used by those not involved in *Arduin* is imponderable, and there's little of it I regard as other than gratuitous material, to be read with interest and discarded.

So we have a mass of information, no doubt useful to some and useless to others. A complex, though incomplete, game-system which many DMs would find tedious, I guess, in execution – a contents index is sadly lacking from *volume 1* for instance – but others might find fascinating. The *Grimoire* is not without its errors (both typing/printing errors and rule errors) nor is it without a certain naivety of approach (experience points are not awarded for the acquisition of treasure for 'it is the act of robbery, not the amount stolen, that gives the thief his experience' – does the author really think *TSR* didn't realise that?). I could not advise anyone to buy the *Grimoire* from which to learn the fantasy gaming hobby from scratch, but if you want what is in effect a *D&D* supplement, don't mind the price and are prepared to be selective in what you extract from it, there will no doubt be useful snippets you could find.

The booklets seem expensive, and in terms of sheer quality of presentation and usefulness *to me* I would agree. However, each booklet contains more material (if you want to use it) than any of the *TSR D&D* supplements; with that comparison, the *Grimoire* does not necessarily emerge unfavourably on a price-for-price basis, but don't forget you can get the soft-back *Players' Handbook* for only £4.50.

No doubt other DMs have assembled their own private *Grimoires,* but give Dave Hargrave his due – he is the only one to have gone to such trouble (and cost) to make his 'world' generally available. Though whether he will cover his costs must be rather dubious. This is the earnest labour of an amateur who wants to vary D&D towards his own taste and, in doing so, offers thoughts to others, presumably granting them the right to take it or leave it. For my part, it will be the latter.

Overall: 4 **Don Turnbull**

PELLIC QUEST

Conflict Interaction Associates – £1.95

"The PELLICS were the race of beings who were masters of a galaxy possessing a technology undreamed of. At the height of their power . . . then gone!"

So reads the introduction to *Pellic Quest* the new computer moderated multi-player play-by-mail game. And what a game it is as well! PQ can fairly be described as a "second generation" computer game which owes a lot to *Flying Buffalo's Starweb.* But whilst *Starweb* was the inspiration for PQ, (as the designers freely admit) *Pellic Quest* is a different game.

Each player is allowed to assume the role of one of six different types of Being with six different types of victory conditions and six different types of methods of obtaining those conditions. For example, the ZENTE player controls a swarm of insects interested only in killing (eating!) every living creature on all the 200+ star systems. The TRADER, however, doesn't even like fighting, he gets his kicks by acting as the ultimate in middlemen by bartering, buying and trading the Artifacts and Raw Materials with which the galaxy abounds.

What makes this SF game different is the multitude of possible events allowed for by the computer program and the differing aims of the 10 to 15 players. By the way, don't worry if you don't own a computer, you don't even have to know what a computer looks like to play PQ. CIA produce all the information you need to run your race on a piece of printout that you get every turn. *Pellic Quest* is the first game to be produced by CIA and if it's anything to go by, the hobby of computer gaming is here to stay.

Overall: 7 **John Reynolds** ►

OPEN BOX

► SPELLMAKER

Gametime Games – £7.95

First impressions of this game are favourable – the standard of presentation is high, with a colourful box and playing board, die-cut playing pieces which are chunky enough to grasp easily, and a simple rule-sheet. The board depicts a mysterious land with a dragon's lair in the centre and wizards' domains at each of the four corners, the intervening space containing a number of playing areas ('magical' and 'non-magical' domains). Each player is a Wizard who has some magical powers and also commands a mixed and ever-changing force of Giants, Knights, Dwarves, Frogs and Toadstools, each represented by a playing piece of the appropriate colour. Curiously, though each player can only have a maximum of three pieces of any particular type in play at the same time, there are about six of each type in the set of pieces. All the pieces can move in the game except Toadstools.

Non-magical combat is simple – a Giant can kill a Knight, a Dwarf or a Frog; a Knight can kill a Dwarf or a Frog; a Dwarf can kill a Frog; a Frog can't kill anyone. Anyone except a Giant can eat a Toadstool, but Toadstools poison Giants. Combat takes place at the start of a player's turn between pieces in the same domain.

Each Wizard can hold a number of spell cards which can be used to cast spells (this action is an alternative to movement in the second half of a player-turn). By magical means, a piece may be transferred from one magical domain to another (giving, in effect, double movement), a new piece may be created or an existing piece destroyed, or an existing piece can be changed into another piece of the same colour. 'Null' cards are available and these can be used to negate spells cast by another player.

The objective is to rescue the princess from the dragon's lair and cart her back to one's own castle, avoiding the other players' attempts to grab her on the way. The princess can't move of her own volition but may be carted about by any other piece (except a Toadstool) including magical means (exactly like the briefcase in *The Sigma File,* to which this game bears some resemblance).

Four of us decided to play *Spellmaker* one evening, rather late, when we realised we hadn't time for D&D. "Here's a simple and entertaining game which shouldn't last long", said I – and four hours later, the princess was still being passed from hand to hand like so much luggage and no-one had managed to get her near their castle. We only managed to bring proceedings to a halt by inventing an extension of the magical spell rules, with some hilarious consequences.

All of which is rather curious for a game which (surely?) received some testing before marketing. I'm not sure I can pinpoint the reason, but I think it lies in the number and/or distribution of spell cards – scarcely a round went by without at least one of the players casting a 'void' spell in order to replace useless cards with what he hoped would be cards more appropriate to his tactics.

I am in a quandary about a recommendation. Played 'straight' I cannot honestly recommend the game, but it has many entertaining qualities and those who don't mind some experimentation may find they emerge with a most novel and interesting little game. However, though the game is apparently designed for children aged 8, as well as for adults, I wouldn't suggest children play it in its present form – they simply couldn't sustain interest for long enough.

A pity. Here is an excellent idea, but something went wrong in the works.

Overall: 6 **Don Turnbull**

Don was not alone in his criticism of the Spellmaker *spell cards so we asked the inventor, Eric Solomon, for his comments . . .*

SPELLMAKER

Some Notes by the inventor, Eric Solomon

Any inventor is happy to see his game manufactured and marketed. My pleasure, in the case of SPELLMAKER, has been somewhat attenuated by the realisation that it rarely comes to a finish in a reasonable period of play! How could this happen? Wasn't the game tested before production? Well, yes it was!

SPELLMAKER, or *Spellbinder* as it was originally named, was played over twenty times by my friends and I during its development. The basic rules and the topology of the board remained unchanged throughout. Most of the amendments were directed at obtaining a balanced deck of 'Spell' cards. This task was taken very seriously with a computer being used for some of the more difficult probability calculations. The card deck finally arrived at comprised 62 cards distributed as follows:

2 piece cards of each type in each colour.
2 multicoloured piece cards of each type.
12 null cards.

The main consideration was to make it possible to obtain a given hand of cards with defined characteristics in a reasonable average number of turns. For example, in a four-player game the probability of drawing one piece card of a given type from the full deck is 6½%. The final prototype gave a two-player game lasting from 20 to 50 minutes, a three-player game from 30 to 90 minutes, and a four-player game from 45 to 180 minutes. Admittedly three hours is rather too long but most games finished in around two hours.

Heritage Models, who manufacture the game, decided that the game could be speeded up in two ways. First, the home castles were promoted to magical domains so that it would be possible to whisk the Princess home with a good transfer spell. Second, the card deck was expanded to 108 cards with a different distribution. The first amendment was reasonable, but in the case of the second it is easy to prove that the new deck of cards leads to a longer, not a shorter, game. In the case of the single piece card example above, the probability comes out at 5½%. As far as collecting one desired card is concerned then, a player would require about 15% more turns with the new deck. When the acquisition of a hand of two, or more, cards is involved, the situation gets progressively worse. That is, slower.

My first recommendation to players of SPELLMAKER is to try a few games with the deck of cards as originally planned (see above). These can be extracted from the full deck provided with the game. Of course, for the two and three-player game it is still necessary to take out the piece cards of the unused colours.

My second recommendation is aimed at players who still find the game too slow, and for those who like experimentation. This is to change the rules to permit a player, in his turn, to both move one of his pieces *and* cast a spell. Thus, for example, 'Blue' could walk one of his frogs from a non-magical to a magical domain, they play a Blue frog transfer spell to carry it further. The new rule would also allow the spell to be cast before the 'walking' move, and, of course, the move could apply to one piece while the spell applied to another. If the spell is cast first, the player must allow any other player who wishes to play a 'cancel' spell to do so before proceeding with his 'walking' move.

As regards cancel spells, these were a very lively part of our trials with the prototype. The new deck provided by *Heritage* slows down the rate of acquisition of null cards by about 10%, so players are more reluctant to use their nulls for cancel spells. There is also much longer to wait before the deck of used cards is re-shuffled to bring nulls back into circulation. This lends support to my first recommendation to use the original card deck.

. . . a second volume of the **Monster Manual** entitled the **Fiend Folio** is to be published later this year by *Games Workshop*. See page 10 for details . . .

. . . more good news for **Traveller** players with the release of **Animal Encounters** by *GDW*. It is a supplementary book of tables of beasts to populate the worlds of the **Traveller** universe. Each table is based on planetary characteristics for a given world and presents geography, fauna and natural effects such as earthquakes. Also from *GDW* comes **Double Star**, a new boxed SF game. It concerns two warring cultures in a battle for supremacy. Single spaceship and fleet battles are happening whilst cities are obliterated by asteroids . . .

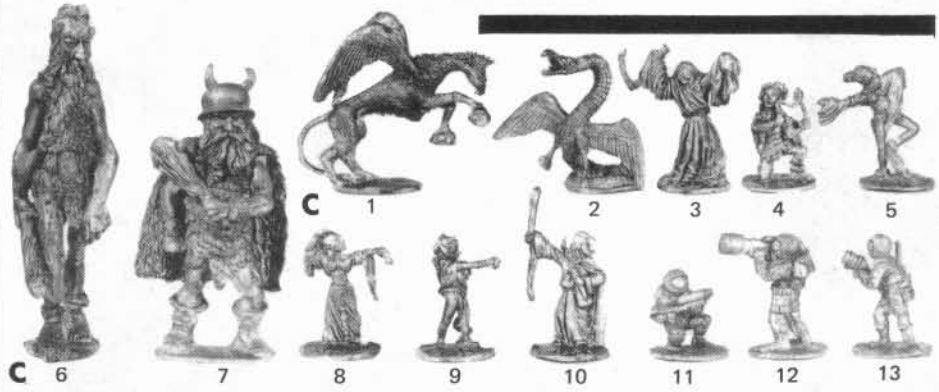
. . . two new approved **D&D** aids have been released by *Judges Guild*. These are **The Dragon Crown** and **Of Skulls and Scrapfaggot Green.** They are both 1978 convention tournament dungeons. *Judges Guild* are also now publishing **The Dungeoneer** as well as **Judges Guild Journal** in a quarto-size, glossy cover format . . .

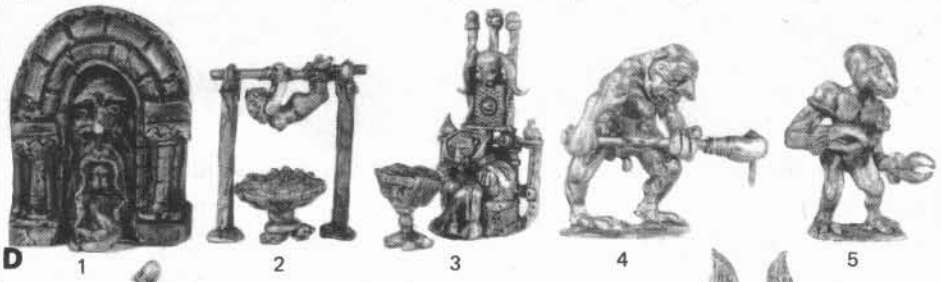
. . . *The Chaosium* continue to expand **Runequest** with two more Source Packs; **Scorpion Men & Broos** and **Militia & Mercenaries.** Also new from *The Chaosium* is a new role-playing magazine entitled **Different Worlds** . . .

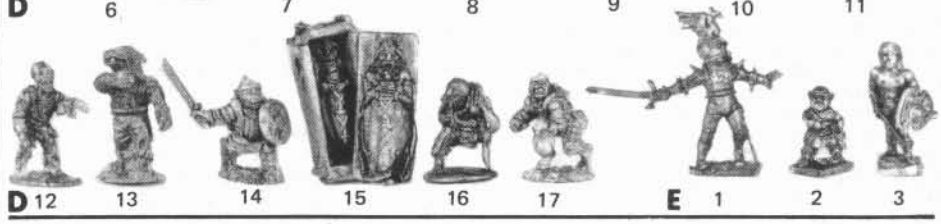
. . . *Games Workshop* have released a new approved **D&D** playing aid, **Dungeon Floor Plans.** These are thick card sheets of passageways, rooms, stairs, doors and wooden floors which can be cut out by the DM to form any dungeon layout. They are designed to 25mm scale with a superimposed grid to regulate movement of figures along them. Also released are pads of **Hex Sheets** and **Character Sheets** which allow for character details and bonuses according to Basic or Advanced **D&D** . . .

. . . the 37th World Science Fiction Convention is to be held in England this year at the Metropole Hotel, Brighton. It runs from 23rd–27th August. People wishing to register should send £11.00 ($20.00) to *Seacon 79,* 14 Henrietta Street, London WC2 . . .

Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.







A Asgard Miniatures
1. Dwarf Adventurer with Hammer
2. Djinni Rising (FM 44)
3. Griffon (FM 43)

B Greenwood & Ball
1. Mountain Dwarf with Hammer (SS 104)
2. Wizard Casting Spell (SS 113)
3. Adventurer with Sword and Shield (SS 114)

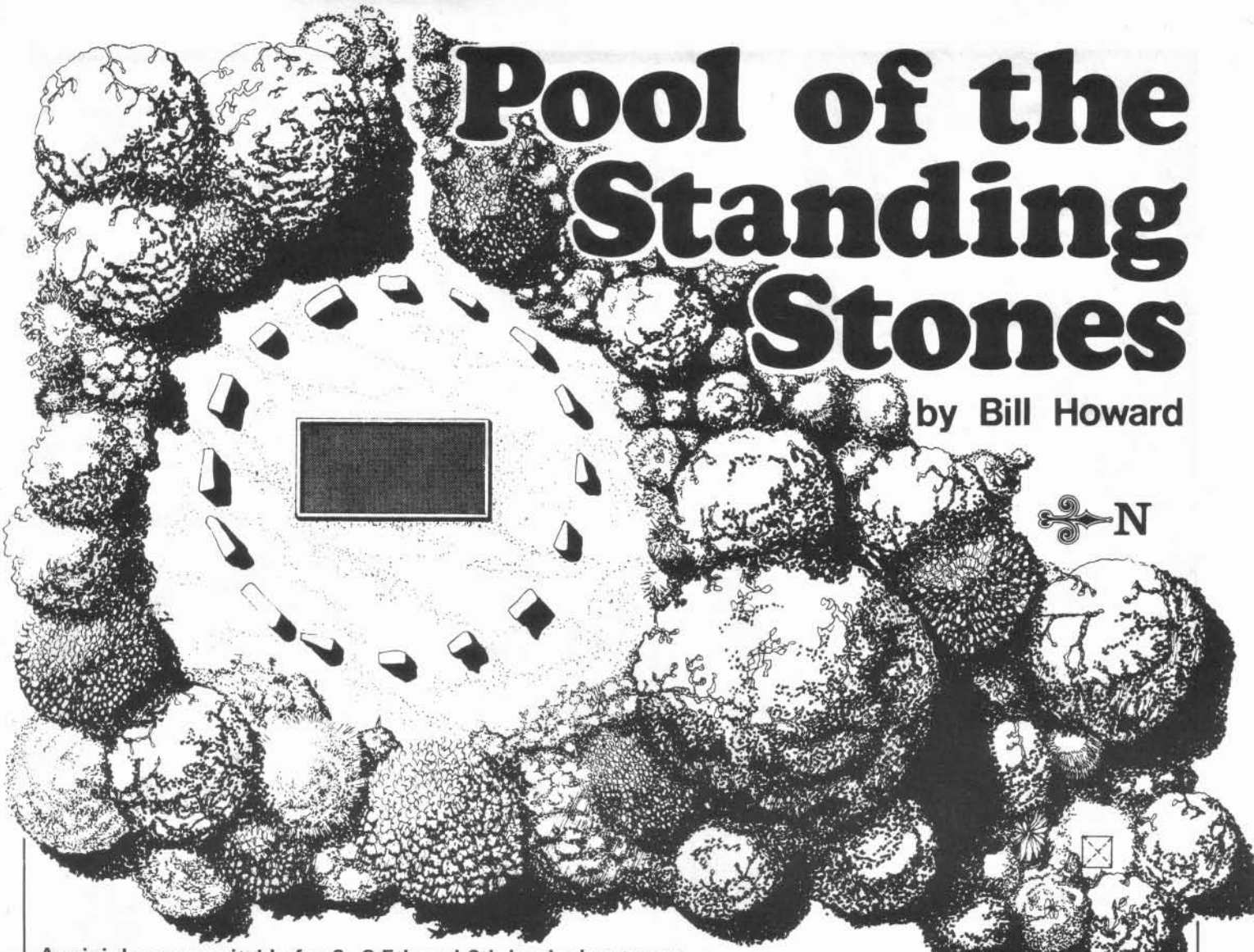
C Ral Parth
1. Griffon Rearing (ES 51)
2. Enraged Wyvern (ES 50)
3. Wraith (ES 30)
4. Bard (ES 58)
5. Siren (ES 53)
6. Frost Giant (ES 57)
7. Hill Giant (ES 52)
8. Sorceress Casting Spell (ES 29)
9. Enchantress (ES 55)
10. Enchanter with Staff (ES 56)
11. Infantry with Automatic Grenade Launcher (GG 5)
12. Infantry with Automatic Missile Launcher (GG 7)
13. Mercenary with Grenade Launcher (GG 23)

D Citadel Miniatures
1. Magic Mouth Doorway (FS 2)
2. Naked Girl Roasting on Spit over Brazier (FS 10)
3. Old Wizard on Throne Reading Book on Lectern (FS 5)
4. Giant Troll with Spiked Club (FF 16)
5. Crabman (FF 4)
6. Red Orc in Chainmail on Giant Tusker (FF 29)
7. Chimaera (FF 34)
8. Cyclops (FF 14)
9. Carbuncle (FF 9)
10. Satanic Angel (FF 31)
11. Devil Dog (FF 10)
12. Zombie (FF 30)
13. Werewolf (FF 19)
14. Goblin with Sword and Shield (FF 20)
15. Ornate Sarcophagus (FS 12)
16. Hunchback Beggar (FS 11)
17. Sneak Thief (FA 4)

E Miniature Figurines
1. Hero (VFW 72)
2. Pursio (VFW 123)
3. Anvar (VFW 125)

Pool of the Standing Stones

by Bill Howard



A mini-dungeon suitable for 6–8 5th and 6th level adventurers

DM's Notes:

1. The pre-rolled *hits to kill* are given for each monster along with ability saves for D.M.'s to award bonusses accordingly.
2. MM denotes the monster is described in the TSR's *Monster Manual.*

History

Steeplefell is a sleepy little village tucked into a fertile valley well away from civilisation. It has no claim to fame despite being situated close to the major trade route to the seacoast. The village was not always unknown, for on the summit of a wooded knoll to the north of the village lies a group of stones set in a circle – an ancient shrine of the first men. This place was shunned by the locals who sensed power in the ancient dolmans. About a year ago a druid passed by the valley and, no doubt impressed by the good and lawful people gathered there, settled for a time in the area. The druid, who called himself Ash, used his considerable knowledge of the plants and trees to aid the farming community. Therefore, when he invited both the farmers and their families to a magic demonstration on the circle hill, none of them felt any apprehension about attending. Ash, who was an initiate of the 4th circle, had found the village disturbingly too good and lawful. Being a true neutral, he decided to correct the balance between law and chaos. When the villagers assembled he invited the young girls to come forward and to take part in the show. About a dozen girls volunteered and walked towards the druid. Suddenly the druid mumbled a few words and the grass around the villagers began to grow swiftly. He then cast a second spell and the growing vegetation engulfed the terrified audience. Interest in the girls was lost as the villagers tried to free themselves. Few noticed the young girls being led into a nearby oak grove unprotestingly by strange yet beautiful creatures. Only one person, the blacksmith, managed to free himself from the plants but when the watching druid saw him escape, an invocation to the clouded sky was enough to summon a bolt of lightning to turn the smith to a charred mass.

The villagers, not daring to attack the druid themselves, sent to their liege-lord for assistance. But the troop of men-at-arms he sent ventured into the woods never to return. Rather than waste further troops, the lord decided to forget the matter. For sometime nothing more was heard of the druid but in recent times travellers have been disappearing from the trade route. Rumours abound of a skeletal figure leading a pack of hounds hunting through the countryside at night. Rather than risk more of his men, the lord has advertised for brave adventurers to solve the mystery and return any valuables to their owners.

Pool of the Standing Stones

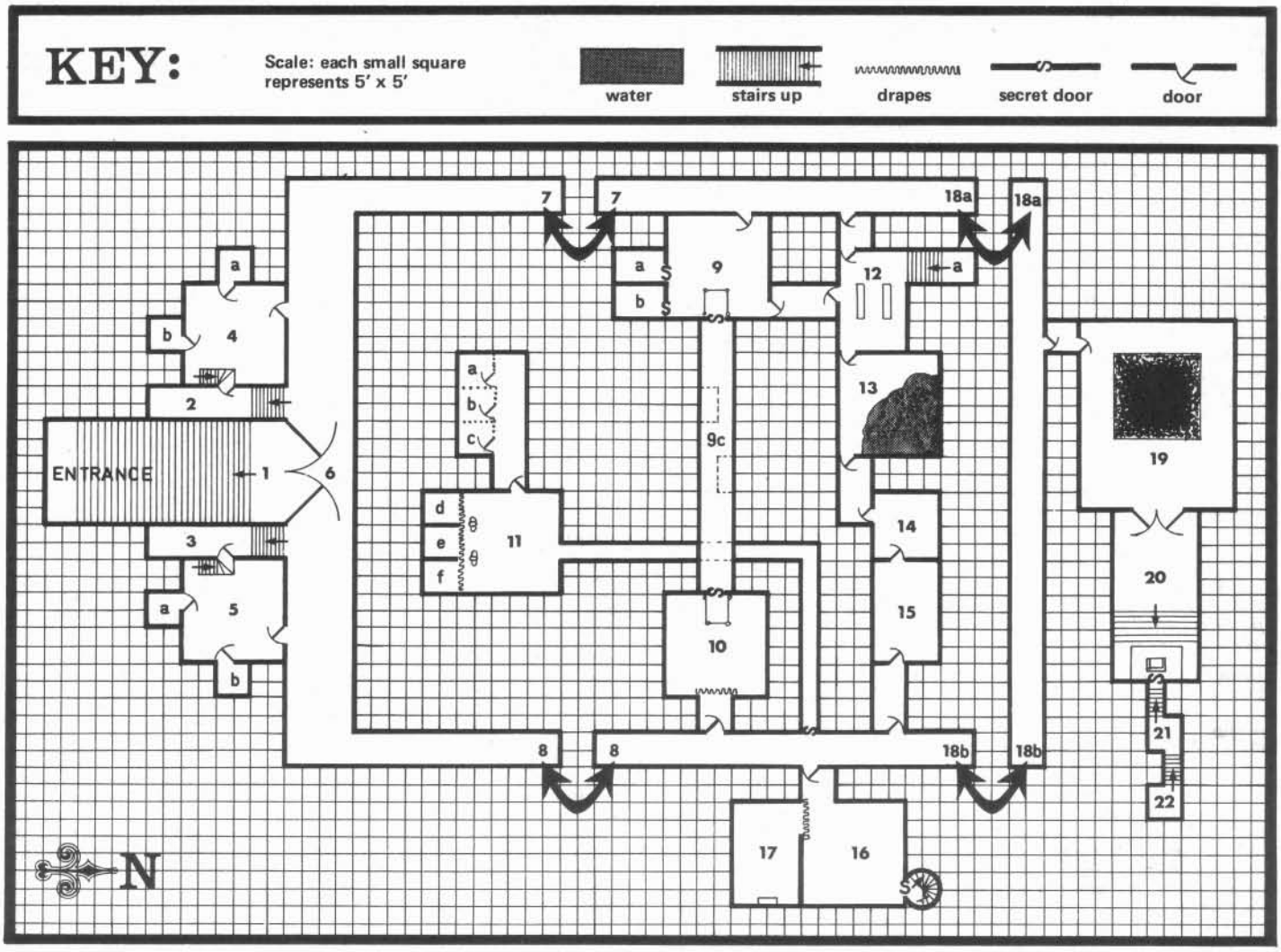
The circle is on the top of a fairly steep hill surrounded by a large number of oak trees on which a quantity of mistletoe can be seen growing. Between the trees, brambles and tall brushwood combine to make a well nigh impenetrable barrier. Offensive action will not be taken against any parties venturing into the woods through the narrow path to the west, but any attempt to force a passage through the undergrowth will lead to an attack from the druid who lives in the thickets surrounding the circle:

Name	Al	AC	Lvl	HTK	S	I	W	C	D	Ch
Ash	N	9	6	25	11	9	14	16	18	16

Spells: *entangle* (x2), *pass without trace; detect magic,* (1st Level); *cure light wounds, charm person, heat metal* (2nd Level); *plant growth, call lightning* (3rd Level); *hallucinary forests,* (4th Level).

He is accompanied by, and has control over, 7 dryads (AC 9, 2D8, HTK 9) armed with bows and arrows. The arrows are non-magic but are +1 to hit due to the dryads' knowledge and skill at working wood. The arrows have oak shafts with fire-hardened tips.

The clearing in the centre of the oakwood is reached by the path to the west which is about 5' wide and overhung by the trees. In the central clearing are a series of great stone blocks set in a ring about a rectangular pool filled with still water. The blocks are rough hewn, 4' wide, 3' deep and are firmly set into the grassy ground with between 10' to 12' exposed. The entire clearing gives off an aura of evil (the DM should attempt to pass this across to the party as a feeling of unease with odd rustlings and animal and bird calls in the vicinity sounding slightly unnatural and evil). Any horses will refuse to come even to the edge of the wood; dungeon-trained mules will enter the woods as far as the clearing if tightly held but will certainly refuse to go any further. The pool in the centre of the standing stones is surrounded by a low stone edging about 6" high. Engraved into the stone lip are vague cabalistic signs which will be unintelligable to the normal party member. A *read magic* on these will reveal them to be useless graffiti. The pool does not, in fact, contain water but is maintained as a permanent illusion placed on it by a 20th level wizard in the distant past. The illusion is of a very superior quality and only *true sight* will detect it for what it is. It can be discovered from the secondary effect as anything thrown into it will cause splashes without noise and articles dipped in will not become wet. (The DM should not actually say, 'You don't hear a splash', but rather just omit any reference to noise in the description of events.)



1. Entrance Stairway (in pool)

At each side of the 30' deep stairway is a carved, stone frieze depicting nymphs and satyrs cavorting in a procession towards the doors. At the top of the stairs, on the west, an ornate gong is fixed to the wall with a padded stick hanging below. If the gong is sounded by three taps in rapid succession then the hobgoblin guards at the observation posts 2 and 3 will assume that the visitors are entering the area on official business with Dando (see 20) and allow tham to pass without interference. The ornamental friezes conceal spy-holes and firing slits for the guards. Only a determined search by characters with elf-like qualities will have a chance of finding these.

The ornately carved doors at the bottom of the stairs each bear a carved face and have a limited measure of intelligence and the power of speech. Although either door will require a combined strength of at least 30 to open, the doors will open freely if asked to do so in the common tongue. The doors can answer simple questions concerning subjects of which they have some knowledge and interest such as who has passed through them. The eastern door has a boastful character, tending to exaggerate the number of men or monsters passing through it. The western will tell the party what it believes they want to hear, telling tales of beautiful princesses and vast treasures that have passed through.

2 & 3 Guard Galleries

These two galleries both have spy-holes and pipe-holes giving access to the stairs. Two hobgoblin guards (AC5, 1D8+1,HTK6) are on duty on each gallery at all times. If strangers are spotted on the stairs without the gong signal being sounded, one of each pair of guards will go silently to rouse the rest of the guards in 4 & 5. The guards are armed with blowpipes and have orders to fire first at unarmoured intruders until discovered whereupon they will fire on anyone, though preferably at the most lightly armoured first. The blowpipes can be fired silently and the party will only realise they are under attack when the first hit is scored; even then a careful search is necessary to find the blowdart. The blowpipes are accurate short range (20') weapons. The guards, being experts, fire 2 darts/melee round at +2 to hit. The darts do no damage but merely cause a pricking sensation, (50% chance victim will notice); the poisoned tips, however, will do damage of 1D6 per melee round until the saving throw is made when the victim takes half damage and need not throw again. Each guard carries 10 poison tipped thorn darts, which can only be used once, in a special belt pouch.

4 & 5 Guard Rooms

These rooms are virtually identical. Each contains four bunk beds, four stools and four small cupboards along the N. wall in which each guard keeps his personal belongings (nothing of interest or value). There is one larger bunk in each room against the S. wall together with a larger and more impressive stool and cupboard. This is the bunk of the hobgoblin captain of the guard in 4 and of his lieutenant's in 5. The captain's cupboard will, in addition to his personal possessions, contain a locked steel box (the key is hidden in his left boot) which contains 130 S.P.; the lieutenant's cupboard also contains a smaller locked box (the key hangs on a hook on his belt) which contains 37 s.p. and a small ruby worth 10 g.p.

In the centre of each room is a rough table, four chairs and a larger better quality chair. The rooms each provide the living quarters for four hobgoblins (AC5, 1D8+1,HTK6) and their leaders. Each guard fights with a morning star in normal melee. The lieutenant (HTK9) uses a sword and a whip in melee, while the captain (AC3, HTK16) attacks as a 3HD monster with sword and morning star.

Two guards from each guard room will be on guard duty in 2 & 3. If defeat is imminent, the most senior guard from each gallery will retreat to the transporters at 7 or 8 to warn Prisilla in 9 of the impending danger.

If the party reaches either guard room without causing an alert, they will see that a meal has just been eaten in 4, while in 5, the guards are gambling on the outcome of a fight between four caged rats on the table; 37 c.p. are strewn round the cage, and three dead rats (the losers of previous fights) have been set aside for the evening meal.

Gapth, the captain, has concealed under the mattress of his bunk a magical sword. He is reluctant to use it since he believes that in serving Dando his alignment will not permit him to handle it without risk. In fact it is chaotic-evil with a +1 bonus and although it has low intelligence and ego, it has the power to *cause darkness* 10' radius once per pay.

In the corner of each guardroom there is a foul smelling pit — the primitive sanitary arrangements.

4a & 5a These rooms are store rooms for the guards' weapons — morning stars, whips, swords, composite bows, arrows and spears — together with a number of blow-pipes and a box of darts. On a small shelf at the rear of each is an open jar of liquid — the poison used on the darts.

4b The "floor" is in reality a 25' deep pit filled with grey ooze (which looks exactly like the stone floor in 4). On the ceiling (which is 10' high) is a painting of a giant spider. A casual glance will lead the viewer to believe this to be real, but a more careful observation will reveal the nature of the painting.

5b The floor is real, as is the giant spider (AC4, 4D8+4, HTK28, Att 2–8 + poison and web) (*MM*) which will attack at the earliest opportunity, with web then bite.

6. Entrance Hall

A mural depicting a juggernaut mowing down a procession of hobbits fills the N. wall. The fleeing hobbits are shown scrambling over each other in the effort to escape. Close examination will reveal that one of the hobbits is wearing a real locket (value 10 g.p.). Inside are 5 cure poison tablets. This is the 'First Aid' station of the hobgoblins.

On the floor by the doors is a sack containing 4 fire bombs. If the sack is just tipped onto the floor they will explode each doing 1D6 per turn until saved. These are for use by the hobgoblins but they have been very careful to conceal the fact from the doors as intelligent wooden doors and firebombs don't mix!

7 & 8. Transporters

The apparently blank walls at these points are the interfaces of transportation devices actuated by a person advancing to within 2' of the 'dead end' and affecting the 20' of corridor in front of the interface. Transportation is instantaneous and with no sensation of movement, to the other corresponding interface. Those transported will still be facing in the same direction relative to the new interface (i.e. a character facing north initially will now be facing south). Simply standing within 2' of the interface will not actuate the trap — it is set off by the *approach* of a person or monster.

9. Boudoir Area

The room is richly furnished — violet satin wall drapes, thick-pile carpet of the same shade, casual chairs, tables, a wardrobe with mirrored door containing rich robes, and an ornate dressing table on which there are various items of feminine ornamentation — hairbrushes and hair slides, bottles of nail varnish, phials of perfume, etc.

A large four-poster bed stands with its head to the E. wall concealing a secret sliding panel. The posts are carved in the form of huge serpents and from them and the canopy hang yellow curtains which surround the bed. Usually to be found in this bed — sometimes but not always alone — is the female MU:

Name	Al	AC	Lvl	HTK	S	I	W	C	D	Ch
Prisilla	LE	10	5	16	9	17	12	10	17	16

Spells: *affect normal fires* (x2), *charm person, enlarge,* (1st level): *invisibility, darkness 15' radius,* (2nd level): *Lightning bolt,* (3rd level).

If warned by the hobgoblin guards from 4 & 5 — who knock on the door in a prearranged manner (having done this, they will then do their utmost to keep out of any further action) — she will take only two melee rounds to react. Her general strategy will be to wait for the party to emerge (with their backs to the door of her room) from the transporter at 7, then *lightning bolt* them as they stand confused.

If this is not possible, she will not risk using *lightning bolt* in a confined space but instead will try to cast *affect normal fires* on the party's lanterns/torches.

When the opportunity arises, she will turn *invisible,* collect the baton of fireballs from 9b (see below), hunt the party and attack when the opportunity arises. If the fight is going against her, she will cast *darkness* and try to escape through the secret panel at the head of her bed to her lover in 10.

If warned and no party appears in the next five turns from the transporter, she will assume that they are moving up the main eastern passage and will move to 10. (If the guards had this information they will have passed it on to Prisilla, who will react accordingly). When in 10, she will behave as she would have done in 9.

To left and right of Prisilla's bed are two shadowguards (AC2, HTK 20, Att. as 4th level FM, armed with broadsword). Their appearance is that of knights in black armour, but they are in fact animated suits of armour. They move at 120' and are completely controlled by Prisilla, fighting in her defence so long as she is alive but collapsing to scrap metal on her death.

9a. Store

Shelves run round the W. and S. walls on which rest Prisilla's magical literature, normal reading matter (tomes on wax modelling) and her spell books Volumes I—III containing the appropriate level of spells. Volume III has been protected by an *explosive runes* spell. In addition there are two scrolls. The first contains three copies of a magic-user's version of the clerical spell *create food.* However, the food so created will always be some form of rat dish such as rat pie, rat-in-the-hole, etc. These will cause severe stomach pains to humans, elves and the like, but are much sought after by goblins and hobgoblins who will never attack anyone who has given them such a treat (unless attacked themselves). The other scroll contains three second level spells: *ray of enfeeblement, scare* and *stinking cloud.*

9b. Store

Shelves as in 9a are filled with old junk; Prisilla is a hoarder! Empty perfume bottles, used quills, etc. are stored here. In addition to the rubbish there is a bottle labelled 'Cure-All' which contains a highly toxic poison (3D6 per round etc. as for darts at 2 & 3); a non-magical ring (200 g.p.); a poisoned apple and a frog imprisoned in a glass tank. The frog was acquired by Prisilla in the fond hope that if she slept with it, it would turn into a handsome prince. There is also a baton of fireballs, providing that Prisilla had not taken it with her. This min-wand projects 10' radius fireballs which will do 4D6 damage — range as for the wand.

9c Two 30' deep, smooth-sided pit-traps are in this corridor, each spanning half its width, but all the regular inhabitants of the area know their location and will be able to avoid them. To anyone failing to detect their presence, they appear as normal sections of floor, but they will collapse to dust as soon as any weight of more that 25 pounds is placed on them. Victims are left to be killed and used later for Dando's experiments. Characters falling into the pits will take 6D6 damage (half damage on save) and will be rendered unconcious for 1D10 turns unless they make a separate save.

10. Braken's Bedroom

This room is luxuriously furnished with fur-lined floor, walls and ceiling. The fur is also a hiding place for Braken's 'pets' — six giant ticks (AC3 3D8, HTK10) who will attack any who enter the room unless accompanied by Braken or Prisilla. In the fur-draped four poster bed against the W. wall with one of the village maidens (unless forewarned by the guards from 4 & 5) is the cleric:

Name	Al	AC	Lvl	HTK	S	I	W	C	D	CH
Braken	LE	3*	5	20	16	10	15	15	15	9

Spells: *cause light wounds; darkness; sanctuary* (1st level): *Hold person; know alignment; silence 15' radius* (2nd level): *animate dead* (3rd level).

*He has had a special suit of plate forged which allows the molestation of females without removal.

Under the bed are his weapons and valuables: a staff of striking, a +1 mace and two scrolls. The first will cause the alignment of any who studies it to change to lawful-evil. The other contains four 3rd level clerical spells: *cause blindness, curse* and 2 *speak with dead.*

The curtain to the E. has a number of bells attached to it so persons pushing it aside will warn the room occupants that there are intruders. On hearing the bells the cleric will quickly arm himself while the maiden will rush to the intruders with arms outstretched for protection (although this may look like an attack to a nervous party). If forwarned Braken will already be armed and possibly accompanied by Prisilla (see 9). Braken will continue to fight as long as he thinks he can win, otherwise he will attempt to escape through the secret exit concealed in the headboard of the bed. If no escape is possible then he will use his prime weapon, the staff of striking, in a final strike against the strongest looking fighter (or a paladin if there is one available).

11. Martial Arts Temple

The walls are painted with scenes of a procession of monks, all with heads devoutly bowed, entering an ancient tomb. The floor is covered with white dust to give the monks a good grip on the floor as it is used for practise as well as worship. To the S. stand two 10' high statues of monks in long flowing robes in front of a saffron coloured curtain behind which are the cells of the three monks:

Name		Al	AC	Lvl	HTK	S	I	W	C	D	Ch
11d	Crell	LE	7	4	10	15	9	15	11	16	8
11e	Flower	LE	7	4	9	16	8	16	9	15	11
11f	Tiger	LE	6	6	20	15	10	16	11	17	12

Crell and Flower carry two-handed swords which they use in combat but the Master, Tiger, will use only his bare hands. If the monks are clearly winning the fight they will drop their swords and all use open-hands with the idea of stunning the party and imprisoning them in the prison cells 11a, 11b and 11c. The monks' cells are spartan with a straw-filled mattress in each. The master's, however, contains his badge of office — a pendant worth 5000 g.p.

11a, 11b and 11c.

11a and 11b each contain three captured village maidens all looking a little the worse for wear. They are being used by the monks for practising new forms of attack and are covered in cuts and bruises. In 11c is a girl, Gilnet, who looks in much better condition. She has contracted lycanthropy and, when the opportunity arises, will attack the party.

In human form she is AC12, HTK3, but when in were-rat form is AC6, HTK16 and can only be hit by magical weaponry. Most of the girls wear rings and other jewellery — total value about 150 g.p. — but would a lawful party consider taking them?

12. Laboratory

Two slabs of black marble are positioned in the centre of this white tiled room. The slabs stand 3' from the floor and are 8' long by 3' wide. On each slab is a body made of component parts from various corpses stitched roughly together. From the ceiling hang long wires which have been connected to the head and feet of each body. The whole room smells of ozone and singed flesh, and in the N.E. corner is a control panel with knobs, dials and sparking electrodes — standard mad scientist's laboratory equipment. The room is used by Prisilla for experiments to construct a race of super beings. If the control panel is touched, there is a 1 in 6 chance that it will explode doing 4D6 damage and a 2 in 6 chance that one of the fabricated men will be brought to life. The monster created will be AC7, HTK 25 and will be slow and lumbering only hitting every second melee round, but will hit as a 6th level monster. Its fists will do 3—18 damage. Many of the components of the control panel are made of gold or platinum — total value 1500 g.p. In the N.W. corner a small flight of stairs lead down to 12a — a pool filled with brine containing spare limbs. It is also the home of a lamprey (AC7, 1D8+2, HTK 7, Att 1—2 and drain blood) (MM) which will attack anyone who disturbs it. If the pool is searched completely, an ear still wearing an earring — value 150 g.p. — in the form of a ruby pendant will be found. If the second of the pair is found in 15, the pair will be worth 1000 g.p.

13. Immersion Pool
The 3' deep pool contains a milky blue liquid and scattered around on the floor are test-tubes and retorts, some contain small quantities of chemical but most are empty. A man is chained to the W. end of the N. wall, and it is obvious that he has been tortured. He is Jacob, a master alchemist. Prisilla has been torturing him to gain the secrets of his research. She has only succeeded in eliciting one of his formulae – the blue liquid in the pool which will increase the natural armour class of creatures immersed in it by +3. There are, however, three unfortunate side effects: the creature's life is shortened to a tenth of normal, it is rendered sterile and any exposed joints will lock solid if exposed to the fluid. There is a pile of bandages in the S.W. corner of the room used to bind joints to prevent them seizing.

Jacob's experience has been too much for him and he has gone mad. This will not, however, be apparent unless he is questioned about alchemy, whereon he will attack with berserk fury at 18^{00} strength. He is AC10, HTK20 (due to deprivations and treatment) and attacks as a 7th level monster. He is wearing a loin cloth and high-heeled leather boots. Concealed in the right boot-heel is a small bottle, labelled AGAU, containing a blood red liquid. The liquid will convert silver to gold and there is enough in the bottle to convert 800 s.p. to 800 g.p. The formula is very complex and it is unlikely that another alchemist, even if of master level, will be able to duplicate it.

14. Drying Room
Thick steamy fog fills the room concealing benches along the N. and W. walls where eight zombies (AC8,+3 – they have just been dipped in the liquid in 13 – 2D8,Att 1–8) are seated. The steam will conceal the zombies until approached close enough for melee to be joined. The zombies will fight to the bitter end.

In the centre is a stove which maintains the temperature at about 80° to allow the zombies to dry off quickly.

15. Mortuary
The N. wall is filled by filing cabinets from floor to ceiling. This is where the corpses scavenged from local churchyards are stored prior to being animated by Braken (see 10). After animation they are taken to 13 for treatment or, if the body has badly decomposed, it may be disected and stored in 12a. The top drawer on the E. end contains the body with the matching earring to that in 12a. The bottom drawer on the west contains a live but sleeping ogre (AC5, 4D8+1, HTK 20, Att 1–10) (MM). This is Zephod, who acts as mortician for his master Braken. His prime distinguishing feature (beside his appalling smell) is two large protruding gold teeth; they are his pride and joy and he would never attack a party that admired his luxury dentures. They are worth 200 g.p. each due to their diamond biting edges which enable him to bite right through plate armour for 1–8 damage and reduce the AC of any armoured victim by 1.

16. Bandit Lair
Dando maintains a small band of bandits to raid the passing merchant caravans and to obtain bodies for Braken and Prisilla's experiments. To approach the merchants without causing alarm, the entire band dress in female costume, of a rather gaudy nature, and are usually welcomed by the lonely merchants. Before they realise the ploy the hapless traders are cut down. The room is tastefully furnished, with tapestries decorating the walls. Around a large central table sit eight people – apparently courtesans but actually bandits – playing cards. The bandits are led by:

Name	Al	Ac	Lvl	HTK	S	I	W	C	D	Ch
Rodney	LE	8	4	25	16	9	9	11	15	16

He is armed with a +1 scimitar (note: +1 to hit *and* damage). The rest of the band are 2nd level fighters with HTK 14 each and AC8. They are gambling for the perfumes and cosmetics (value 14 g.p.) taken from the last caravan raided. In addition each has 1–10 g.p. concealed about his person. Against the N. wall are two cupboards containing food, drink and crockery. The western one is hinged against the wall and conceals a secret exit to the surface.

17. Bandit Sleeping Quarters
The eight bunk-beds lining the walls contain little of interest except lice. A hole in the floor at the centre of the E. wall satisfies the toilet requirements. A close examination of this evil smelling pit will reveal a piece of strong cord descending into the muck. A small gold box (value 50 g.p.) attached to the lower end of the cord contains five gems (100 g.p. each) and a large emerald pendant (value 1000 g.p.) which increases the wearer's resistance to poison, giving +4 to the saving throw. Concealed under the bunk in the S.E. corner is the bandits' pet, Spot, a rabid dog which has only 2 hit points but attacks as if a 4HD monster with a 1–4 bite + rabies (the victim must have *cure disease* cast on himself within one week or go finally and irreversably mad).

18. Transporters
18a & 18b are transporters exactly the same as 7 & 8.

19. Firepit Hall
The rock-hewn walls have many nooks and crannies that could conceal guards. In the centre is a deep pit from which flames leap casting flickering shadows, which can be easily mistaken for the shadow monster. In fact the guardian is a salamander (AC5/3, 7D8+7, HTK 30, Att 1–6 spear + 1–6 heat, 2–12 + 1–6 heat) (MM) in the boiling lava at the base of the pit. The salamander will climb out to attack any strangers entering as, since the experiments of Braken and Prisilla started, it has had few live creatures thrown to it to feast on. It wears an ornate helmet liberally studded with jewels (value 2,500 g.p.). If badly wounded it will attempt to escape to its pit and will not emerge again until its wounds have healed.

20. Dando's Audience Chamber
The walls and ceiling have been faced by massive blocks of dressed obsidian while the floor is covered completely by jet black carpet (or so it appears). In fact 10' into the room and immediately in front of the W. door is a shallow pit wherein lurks a black pudding. Any who rush into the room or, if entering normally, fail to make their saving throw, will fall into the creature and take double damage while struggling to escape from it. At the E. end stairs lead up to a dais on which Dando and his 13 skeleton guards are playing knucklebones in front of an ornately carved throne. The guards (AC7+3 – they have been bathed in 13–1D8, HTK8) are armed with both swords and javelins which they will hurl at intruders. They know the position of the black pudding and will attempt to draw the party onto it. Dando (AC–1, 7D8, HTK 30), although he likes to think of himself as a devil, is only a demi-devil and looks exactly like his skeleton guards. He is on earth to prove himself to his masters on order to become a fully fledged bone devil. He has neither the scorpion-like tail nor hook yet, but he is able to create *illusion, cause fear* (5' radius) and do 2–8 damage with his talons. He knows that if he fails here he will never become a full devil and so will never surrender. Around his neck he wears a talisman of Evil which, although valuable (1000 g.p.), will do 1D6 to neutral characters and 2D6 to lawful characters who touch it. It is the device which allows him to be summoned by other devils. Any character wearing it stands a 5% chance per turn of being summoned by another (full) bone devil to aid it. To the left of the throne is a jar of dead rats which he uses to reach his hoard (see 21).

21. Anteroom to Treasure Store
A "chest" in the S.E. corner and the rest of the floor are, in fact, a very large mimic (AC7, 10D8, HTK 35, Att 3–12 + glue) (MM) which will attack anyone approaching the chest. When Dando comes this way to count his gold he throws a couple of the dead rats to the mimic which contracts to eat them, allowing access to the E. stairs.

22. Treasure House
An open treasure chest lies against the E. wall. It is full to overflowing with gems of all colours and sizes. Unfortunately these are all paste (20 g.p. the lot) but they are extremely well made and would fool all but dwarves. Under the chest carved into the rock are the magical words 'magnus Dando', which if pronounced will cause Dando's treasure to be gated in from his infernal home. It is a large chest and contains: 3000 s.p.; 5000 g.p.; 8 gems (100 g.p. each); a silver circlet that can project one 8-dice lightning bolt per day; two potions of healing; 1 MU's scroll containing *repulsion* (6th), *part water* (6th) and *guards and wards* (6th); a clerical scroll containing *regenerate* (7th) and *restoration* (7th); a poisoned ring (poison as in 9b); the Sword of Solitude (see below); and the Libram of Runic Lore (see below).

Sword of Solitude: This is a lawful-good sword which Dando was attempting to pervert to the cause of evil. It was forged to aid solitary champions in their fight against evil. It acts as a normal +1 sword but has additional powers: it acts as a ring of protection +1 for its owner and also radiates a 10' radius circle which reduces the armour class and saving throws of other creatures by –2. It has no detects or powers, other than those stated.

Libram of Runic Lore: This is a large book bound in red leather containing many blank (used) pages. Only three remain unused. These contain:

Rune of Corruption: When this rune is traced in the air all creatures that see it must save as vs. *staffs* or their bodies will immediately start to rot away. The whole body will be destroyed in the same number of turns as the creature has hit dice. A *cure disease* will arrest the process but a *remove curse* and *cure disease* need to be cast simultaneously to provide a complete recovery.

Rune of Discord: When creatures see this rune glowing in the air they will imagine that any creatures around them are their worst enemies and will immediately attack them in berserk fury unless they make their saving throw as vs. *staffs.*

Rune of Terror: Creatures attempting to pass this rune must save as vs. *fear* or flee in terror. If the saving throw is not made then they must save again to see if the experience has driven them insane.

The runes are used by either a magic user or cleric inscribing the shape of the rune in the air. This process will take two melee rounds. The rune will then start to glow – appearing as a fiery letter suspended in mid air – and will remain until dispelled (treat as if cast by 15th level MU) or shattered by a strongly anti-magic beast. The caster is himself susceptible to the influence of the runes but saves at +4 against their effect.

Next Issue:

- **Advanced D&D – the *official* combat tables**
- **Houri – a new female character class**
- **Expanding Universe – additions to Traveller**
- **Fiend Factory – more monsters**
- **Valley of the Four Winds – Chapter Six**
- **Treasure Chest – spells special**

Valley of the Four Winds

by Rowland Flynn ©1979

Chapter Five

THE HALL OF WIZARDRY

The quest to break the sorcerer Hajjin's curse seems near its end as Hero leads his party to the mountain home of the mysterious Verokin, who is said to hold the answer; but at the very threshold Hero is transfixed by the hateful eyes of Hajjin himself - - -

The cold gaze fell on them all, and some of the horses shied; but the figure made no move. Slowly, very slowly, Hero pulled at his sword, hardly daring to believe that he would be permitted to unsheath the blade before some blast of sorcery flung him torn and bleeding down the rocks of the high trail. But nothing struck him but wave after wave of intense malevolence; no sound came from the pale wizard's lips, but burning words took shape in all their minds.

Fools. Fools. You see I have forestalled you everywhere. Turn back now and you may live. None shall pass here. Turn back, turn back.

"You've changed your tune," said Hero shakily. "Why this silent dream-speech — why stand you so still when magic should wait at your fingers?" He leapt from the horse and took a pace forward; in the still grey light of that rocky pass he was the only thing that moved. Another pace: the hatred from the statue-still sorcerer beat at them all with new intensity; another pace yet, and now the others realized that Hajjin's old power was not stirring. More swords were drawn, and arrows nocked; the eyes of the socerer blazed brighter. *Turn back! you foulness, scum of the plains, children of deformity, perversions of true magic — back!* With the silent words came visions, now, of racks and wheels, eternities of torment; of the foulness of swamps and wood-things poised above them like a wave, ready to break when Hero made his next step; of the walls of Farrondil broken, its King eviscerated in the cobbled square, the Princess Allathea violated by stinking Swamplords.

And driven beyond all mercy and humanity, Hero made the last pace, to swing his sword and hack savagely at Hajjin's neck. The visions of evil vanished as if in a flash of lightning; the torrent of silent orders to turn back died into dim resignation; and Hero's great sword shattered with a ringing sound upon the sorcerer's neck. He gaped, as Gorwin's and Caspar's arrows flew past him to strike Hajjin's breast, only to suffer the same fate, each glancing off with a loud crack as though the sorcerer's very robe were of hardest adamant.

Go by, then, came the weary thought. *Go to Verokin and let him serve you as he has served me. I shall laugh that you heeded not my warning.*

"Stone!" said Pursio. "He lives but cannot move — stone, all but his eyes." They looked one to another, and then down the line of statues which stretched from the iron gates: all, once living? all trapped, thinking, knowing, in intimate cells of stone?

"Onward," said Hero. "We've come too far for faint-heartedness." He moved a little out of the path to avoid the stricken sorcerer, and Pursio followed; and then, one by one, the others. Hajjin's thoughts died into incoherence, but none cared to touch him — save Anvar, who had again taken courage from a flask, and who slapped the statue's shoulder with an air of familiarity — and laughed.

"Folly," said Madoc, looking hard at the tall hillman. Ahead, Hero had found a gong beside the heavy iron gates closing off the pass; he smote it with the pommel of his broken sword. The note was strangely high and clear for the gong which made it; echoes ran up and down the narrow pass, and it seemed that the statues trembled. With a groan of old iron, the gates parted to disclose a stone courtyard still more thickly thronged with statues. There was no movement — but beyond was an arched tunnel-mouth filled with light, a tunnel winding into the mountain's heart. One by one they filed into the tunnel, first Hero and Pursio, as always; their companions silent and suspicious, the dwarf Damzik still limping from his wounded thigh; last of all came Anvar, who from time to time gave a small, odd shiver.

* * *

The gates crashed to behind them. On they went, down the winding passage without seam or any mark to show how it had been hewn. Hero was painfully aware that the power which drove those mighty gates together could at any moment crush them in this confined space; he took heart from the thought that Verokin, if indeed this were Verokin's stronghold, seemed not unfriendly to their cause: Hajjin was fallen! And nothing of man-shape stood in the silent ranks of statues; plainly Verokin was friendly to men, although (as Pursio was quick to remark) the courtesy of his welcome left something to be desired! Once, in their tunnel journey, there came a deep rumbling; the walls shook, the light died, and a finger of evil was laid on their hearts. But soon the ill moment passed.

After a time the passage opened into a large, square hall without other exits; it was lit with the same sourceless light. The place was utterly bare, with one exception: from the floor in one corner rose a gigantic hand, higher than a man, which though it grew from stone seemed alive; a blue vein beat at the wrist. Its fingers were curled to hold a large, oval mirror which showed the travellers their own images, but subtly wrongly . . . It was Madoc who pointed out that in this mirror, images were not turned about with left becoming right, as in common mirrors . . .

Then came a great roar of wind as their wizardly host made his entrance. He was a tall, kindly old man, bearded, with deepset eyes; he wore the conical hat of wizadry; but none of this they noticed at first, for all eyes were on the whirlwind that he rode, a thing of spinning wind and fog which held him above the ground, and sent crazy gusts about the hall.

"Greetings in the League's name," he said rapidly. "I am Verokin. There is much to tell and little time in which to tell it. Think not that your task is done, for in this battle I see that the power of chaos will strike more blows."

"Battle?" said Hero. "Sir, we have ridden on a quest, with some strife on the way; but we ride not for war, but for the salvation of our city Farrondil."

"Why yes, noble Hero — I know your names, my children, for I have keenly watched your quest in the seeing-glass — but there are fearful depths in this simple matter of the sorcerer Hajjin. The gold he asked from Farrondil was but a pretext, and — but I must tell you a word or two of history. Refresh yourselves as I speak!"

At a gesture from Verokin, there sprang up on the instant a heavy stone chair for each man; from nowhere came strange servitors bearing food and wine, servitors with twisted limbs, or monstrously swollen heads, or no arms at all (that one carried a tray nimbly enough on his head) — things such as they'd glimpsed the shadows of in Greengorm Forest.

"The world was chaos," said Verokin from his whirling cloud. "The world was chaos, and the high ones of the Astral League strove against it. They made the Lawstones and set them to drive chaos back; you know this valley's stone as the Lodestone which stands for justice in Farrondil. So it is that in your city, at the valley's core, there is peace and stability — while on all sides, chaos-tainted things still dwell — and over the hills is wild magic, beating against the peace like an angry sea. But under my guidance, the Stone's power grows; the chaos-touched beings find themselves giving birth to more and more men-children . . ."

All glanced at Pursio, son of a dogfaced Gondemarian.

"And so this enclave of law would slowly grow: but chaos is cunning. Long ago, directed by the foul witch Malig, it broke the Black Gorge through the northeastern hills, and things come through — things such as my small servants here, who are easily enough tamed — but also things like your Hajjin and his Wind Demon. See you the plot? It mattered not what gold you offered; Hajjin, tool of the outside forces, wished only to leave his Demon in Farrondil, a potent focus of chaos, tainting and eroding the power of the Stone. Let it remain long enough and the wild magic will cross the hills — your children will not be men — and the Valley of the Four Winds will be lost in the old, formless sea."

The light died again as a spasm of pain passed over Verokin's face; in the mirror a wrinkled crone-face. "Malig," the wizard gasped as he recovered himself and the hall was lit again. "Ever she attacks, and I must hold her power from the Valley . . . It is chaos you fight. Hajjin came here to contest matters with the valley's guardian, and I bound him in stone, though the last power in him I cannot crush while Malig still contends against me. For my power too is rooted in chaos, so I must live at the valley's edge lest I shatter law's balance with my own magic . . . *you* must deal with the Wind Demon. Then one day there will be no magic, and law will cover the world . . . that is your charge."

"A heavy one," said Hero. Others nodded, while Anvar shivered again, eyes staring into some private vision. "How may we oppose the Demon, then?"

Verokin gave a troubled smile. "The Lodestone itself has not the power to disperse such a mighty focus of chaos, but it seems to me that were the Stone's power of law directed on the Demon — by touching one to the other — and if then a chaotic attack were also made on the Demon — "

Hero shrugged. "We have no tools of chaos."

"We have the Swan Bones!" said Pursio, slapping his thigh.

The guardian wizard inclined his head, unsmiling. "Thus it would seem. But there is a cloud over the days to follow, and I fear that worse must come before the Demon can be overthrown." He pointed to the mirror supported by the hand. No longer did it show the hall; there was the stony Hajjin, eyes still bright. "The seeing-glass says that the crucial power is *out there,* as you see. The next move is Hajjin's, though a little while ago the glass showed yourselves. Thus begin your reverses."

And Anvar rose with a hoarse cry. "We have a traitor," he shouted. "You spoke the

words yourself, mage: the dog-folk have the taint of chaos and we are betrayed! I saw it in a vision." Before all heads had finished their turning to him, his blade had buried itself in the heart of the Gondemarian, Damzik. The hall went completely dark; in the mirror, Malig laughed insanely; and a blast of evil chilled them all. A weak scream came from the dwarf; Verokin's hand moved; on the instant, Anvar was a figure of grey-white stone, his rocky sword joined indissolubly to his hand.

"Thus and so," said the wizard sadly as light returned. "Even as I spoke, Hajjin lured this fool with false thoughts, and we are ruined."

"Why," said Hero, still pale, "what talk is this? The slaying is an evil thing, but poor Damzik was already wounded and a burden to us. Anvar is a greater loss, but even he — " He shook his head.

"Have you not heard tell of necromancy?" said Verokin bitterly. "Felt you not the power? Aye, the poor dwarf is gone; the chaos-power which dwarf-folk have in their souls is gone also, and where think you it went?" He indicated the seeing-glass, where Hajjin's figure stood with eyes now stony and lifeless; but it seemed that on the stone lips there hovered a smile.

"Necromancy," said Verokin. "The cursed magic that takes power from dying souls — that broke my power for one instant, freeing Malig to send some geas hurtling like a bird of prey across the valley. Hajjin was bound and this act cost him his life — but Damzik's death granted him that final spell!"

"Anvar's death also, I fancy?" said Hero half angrily.

"He?" Verokin waved a hand; grey stone quivered and became Anvar once more. "I kill not; I bind, and may loose. Anvar has another deed to do. You, hillman, fail not again — already you may have cost us everything of value".

"I was deceived," said Anvar with a livid face. "The voice in my head — the holy vision —"

"Was Hajjin, tricking you with lies about that good Gondemarian." The light flickered; Verokin passed a weary hand across his brow. "The cursed witch presses me still. Men, I must send you swiftly on your way. Magical transport you shall have; though the Stone's power keeps such airy spells to the valley's edge, I can hurl you over this mountain to the very mouth of the Gorge, with a clear ride to Farrondil. Your horses are fed and watered, aye, and healed of wounds — make ready! for with Hajjin's death, the Wind Demon is uncontrolled and may be turned to good purpose — Farrondil's new bane will be something *worse*."

The chairs and servitors were gone. It was strange to mount in this blank, windowless cavern; Pursio muttered a good deal under his breath; but soon they stood as if ready to ride into the stone before them.

"Now see!" said Verokin. The mirror's scene was changed again; now the city of Farrondil was there, shown from high up and far away. "Malig's geas flies to Farrondil," the wizard mused; then he snapped: "Prophesy!" The mirror flickered — clouded and cleared — showed King Lodwick of Farrondil in his private library. As they gaped, a change came over him: a rigid, haunted look such as Anvar had worn. He rose, and the scene went black.

"Ride, friends! Ride to save your King from whatever the chaos-witch binds him to do." Verokin rose on his whirlwind, hands spread —

* * *

And then there was no hall, no wizard. The company was grouped in blazing sunlight, yet chilled by winds; beneath the horses' hooves was only air, for they were soaring high over the mountain. In rushing winds they rode on Verokin's spell to the east, over the Stonefingers' icy tips to where the Black Gorge slashed through the mountain-walls like a terrible sword-wound in fair flesh. Then down, still closely grouped, through wisps of drifting cloud that damped their hair; past a hovering hawk whose screech hurt their ears; down in vertigo, through a fall which went on and on . . . Ground surged up towards them; it seemed they must be smashed on the Gorge's lip; miraculously they found themselves on barren ground, hard by the brink. They gasped.

"An hour's ride down the foothills should bring us to the plain," said Pursio with difficulty.

"We must make it less time that that," said Hero. "We ride at once." Others concurred, though Anvar stayed silent, as he had since their strange flight had begun. Down the edge of the Black Gorge they rode.

The pace had to be slowed from time to time, to spare the horses; they chafed against the slowness of the journey, not knowing what Malig's foul spell was bringing to their King. It was in one of these brief rests that chaos again attacked: a great winged thing which flapped slowly from the dark chasm to their left. Two others followed, with hoarse calls.

"These things are spoken of in lore," said Madoc, "Chaos is strong — or Malig is — to rouse every place against us. Everywhere in our journey we are dogged!"

"A pox on your lore," said Pursio. "Will some doughty bowman take a shot at these monsters?"

The alert twins Gorwin and Casper already had gaudy arrows in flight; two shafts struck the foremost of these vile bird-lizard monsters. And then two more arrows, and another two — and it was scarcely weakened. The shape was plain to see, now; a great foul body, wide batwings creaking like old leather, a long, toothed beak —

More arrows struck, until at last Gorwin's shaft took the monster in the eye. The second swooped as the first fell, and Hero made ready to defend himself, swiftly drawing his sword — and realizing too late that he'd broken it in two on the petrified Hajjin. With the jagged stump he hacked at the thing's neck, but the snapping beak drove him back; meanwhile, the leathery wings of the third gorge-thing were beating close. "Arrows! More arrows!" cried Gorwin, plucking at an empty quiver. A wing folded over Pursio and bore him to the ground; a claw raked across Hero's sword arm, and the broken blade fell from his hand; a beak stabbed at Gorwin's heart as Casper strove to master his suddenly rearing horse. It seemed an unlucky hour for the company; all hope left Hero as a leathery wing lashed again and again across his body, numbing in its unclean weight . . .

Anvar had stood like a statue once more; now he leapt forward. Nobody ever puzzled out the words he uttered as he flung himself across the wings that beat at Hero — caught the beast's neck and stabbed again and again with a dagger which would not pierce the wrinkled hide. Meanwhile, Pursio stabbed with as little success at the other monster's underbelly; none of the others, in this swift combat, had yet subdued their startled horses. With a wrench Anvar pulled the great, stinking body off Hero — a feat perhaps possible to his hillman's strength alone — and rolled on the ground with the foul wings flapping about him.

"Anvar!" cried Madoc. "The gorge!" It seemed that Anvar did not hear; it may be that some vague thought of atonement was in his mind; as he toppled over the brink, still clutching that bestial opponent, the dazed Hero saw that he was smiling.

Then Morgen and Rhys attacked the second bird-lizard in unison, while Pursio's repeated stabs from beneath it were continued; the foul black blood ran everywhere, and the thing was a long time dying, so that at the end none could say — nor cared to say — which of its wounds had been mortal.

The party was a sorry sight when all was done. Hero was bruised and scratched, and likewise Pursio; Gorwin, knocked flying by a stab of one great beak, was silent with lips compressed in pain; all were shaken by the suddenness of the assault. It was with many a sidelong glance into the deeps that they continued on the painful path to Farrondil, now properly and fully armed from spare supplies and the gear of dead comrades . . .

"Luck still runs against us," said Pursio. "Now we're armed and ready for another such attack, we'll suffer something new; a flood, mayhap, to show us how our heavy weapons fare against a few fathoms of water."

Hero laughed — though it hurt him — at this, and pointed out that the gorge would swallow any floods which cared to come against the party. But later they reached the bottom of the foothills, the gorge dwindling stage by stage to a gully, a rift in the ground, a high riverbank — and then there was only the peaceful River Yazz flowing on its steady course to Farrondil. Mindful of Pursio's joking premonition, they kept a wary eye on the river — but no floods rose, nor did anything to drag them in.

* * *

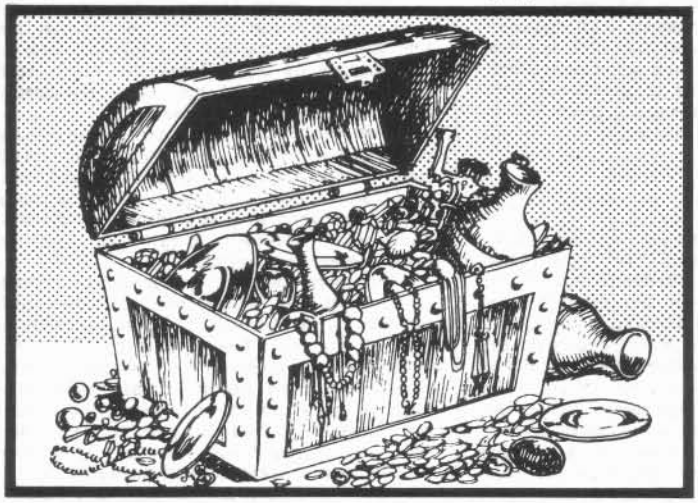
Time wore on; a portent was visible far ahead, a small dark cloud which drifted against the wind. Hero guessed it to be Malig's flying spell. They rode into the northernmost fields of the King's territory, and the cloud neared the city itself, whose topmost towers were now visible. It seemed that the prophesied time was near; the shadow sank slowly upon the city as the riders galloped desperately through green meadows. To the left flowed the placid Yazz; ahead was Farrondil, where the tributary from Lake Lume joined on; across the river stood the mighty stone slab of Black's Bridge, where guards forbade the crossing to the Plain of Darkness — where a mere footfall, it was said, could rouse the worst powers to be found about the valley . . . Hero forgot the care of his horse, took no more thought for stragglers like wounded Gorwin: the stallion's mouth foamed as it was spurred to the limit. Across the river the Plain of Darkness brooded; and over the city, the cloud was gone. With bursting heart, Hero continued to set a hellish pace; but while the city still stood like a bright toy in the distance, they saw the eastern gate burst open and a single figure ride forth. Malig's plan. for which Hajjin had given his evil life, now became plain.

The sun flashed distantly on a jewelled crown: King Lodwick was riding to his doom, spell-cursed and with a horse fresher than any of theirs. Hero spurred the stallion more cruelly yet through the minutes that followed; with distant clarity, through a haze of exhaustion, he saw his possessed King ride down the guards at Black's Bridge and pass across to fall senseless upon the Plain of Darkness. The curse was complete.

And far across the plain, from fabled Hellmouth Cave, a bell began to toll. Its ghastly note filled the valley as fearful legend became a present-day horror: worse indeed than any Wind Demon! The Company was too late; Malig's geas, falling upon the hapless King, had caused the violation of the forbidden plain and roused the Undead from their long, uneasy sleep.

To be continued . .

TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

New Magic Items

The Sword of Thievery

by Lois Boschelli

This sword is aligned as follows:
Neutral 1–40%
Chaos 41–100%
It is designed exclusively for thieves. If a non-thief picks up or touches it, the sword immediately attacks at its opponent's fighting level. It will continue to attack until either the defender is killed, the sword is destroyed, a wish (limited included) is used, or the sword is defeated by a greater blade. If a thief of the proper alignment uses it, it acts as a +2 sword, and +6 when hitting from behind. The sword also adds +2 to the thief's dexterity, and has no ego. If a thief of a different alignment uses it, the sword retains all of its previous abilities, but its ego rises to 18.

Silver Boomerang of Za'an

by Paul North

The silver boomerang can be thrown with the accuracy and range of a dagger, but with the advantage of returning to the user's hand. It does no damage to the creature it hits, but acts as a *hold person* spell with saving throws made at an additional –2.

Strangler's Noose

by Bob Scurfield

This magical item is only usable by thieves or assassins and consists of a piece of rope that is permanently fixed in the shape of a noose. This rope is highly magical and will, upon command, fly and attack anyone designated by the controller. The noose attacks as a 3HD monster and if it hits it has fastened itself around the victims neck. Unless the victim is wearing plate armour he will suffocate in 2–5 melee turns. The noose counts as AC2 and has 2D10HD. The victim has a 2% chance per strength point of slipping the noose over his neck; gauntlets of ogre strength, etc. will increase this chance proportionately.

The rope will perform one 'mission' per day, and if destroyed it cannot be repaired.

The Swords of Meryn Caradeth

by Roger Coult

The little that is known of Meryn Caradeth, is contained in a small fragment of poetry engraved on a plinth bearing two sheathed swords and a small wooden box:

". . . . . and I passed beyond to journey 'mongst the planes
Sought death, found life and swords that shall ever bear my name
The Black, death black, be ever at my side
For fear of death I ever play death's game
Sought law, found pain and swords for heroes glory wrought
The White, pure white, you have your sting
Bitter experience has your lesson taught
This quarrel's mortal wound shall see me breathe my last breath
This night, in pain, shall see the end of old Meryn Caradeth
I dwell on pain, for pain is . . . . . "

One sword is white and its sheath is decorated in white enamel and golden runes, the meaning of which is unknown. The other is black, the sheath black and silver with similar runes but arranged in different patterns. The box is lined with red velvet and contains a single bloodstained crossbow quarrel wrapped in a blood-stained rag. The blood on both is still as fresh as the day it was spilled.

The White Sword
Upon unsheathing the sword the character's Strength, Dexterity and Constitution become 18^{00}. The sword is equivalent (see note below) to a +2 Magic Sword (Intelligence 0, Ego 0) which also does 2D6 damage.

If the character subsequently loses the sword (it can be stolen, forgotten, given away, impounded, etc), the three attributes mentioned immediately drop to 03.

The Black Sword
Upon being unsheathed the character loses all his/her hit points bar one. The sword is equivalent to a +3 Magic Sword (see below). It does 2D8 damage. All damage done by the sword is 'given' to the owner again bar one hit point. Thus the character rapidly gains hit points. If he/she receives more than 11, i.e. the sword does more than 12 hit points damage, the rush of energy is deemed too great to handle and the character loses conciousness before having time to deliver another blow. Unconciousness lasting 2D4 melee turns.

If the character parts company from the sword in any way, his/her Hit Points are all again lost bar one.

The Quarrel and the Rag
The quarrel is equivalent to a +2 Magic Arrow (see below) it does 2D8 damage, whatever type of crossbow it is fired with. Upon striking its target or otherwise the quarrel vanishes and reappears in the box. It can then be used again, if the character has remembered to bring the box.

The rag can be used by Clerics in the act of *healing*. It changes the spell to heal 1D8+2 hit points if layed on the forehead of the 'patient'. Evil Clerics touching the rag must save against poison.

Notes
While magical in effect, these weapons originate on another plane of the multiverse where the weapons are not magical nor exhibit the same effects. Their behaviour is a consequence of the differing physical behaviour of the two planes. Thus they cannot be 'drained' of their magic by, for example, the Disenchanter *(White Dwarf 6)*. Neither do these weapons 'feel' magical and *detect magic* has a negative result.

Earring of Control

by Robert Stanley

This is a plain-looking, gold earring (value 25 g.p.) which resembles a ring rather than an earring. Only close scrutiny will allow its owner to notice the hairline crack and hinge. If the owner mistakingly assumes the earring to be a ring and places it on his finger, nothing at all will happen. If, however, he discovers its true use, it will generate a *charm monster* spell by command, usable once per day.

Arrows of Petrification

by Adrian Barker

These arrows appear as a normal quiver of +1 arrows. But when they are shot at a certain class of monster (humans, other humanoids, giant animals, mythological beasts, dragons and swimmers) it is turned to stone with –4 on its saving throw. There are 12 arrows in the quiver (or more if the DM wishes to include more monster classes) two of each type. There is no way of telling between the different arrows, so the DM should roll in secret to see if the monster turns to stone.

Rod of Electricity

by Adrian Barker

This rod is made of steel and is 2' long by 1" diameter with a small wooden grip in the middle. It must be held at one of the metal ends to have its power. When the user touches someone or something with it, the thing touched takes 8D6 electrical damage. But on a roll of 5 or 6 on a D6 part of the electricity is carried down the handle so the following happens: half damage is done and the user takes 2D6 damage himself. The rod should be carried by the wooden handle so it doesn't electrocute everything that it touches.

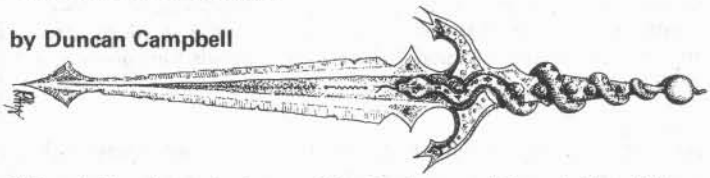
Dwarven Dust

by Nigel Locke

This dust is orange coloured and found in small, highly ornate silver boxes (value 100 s.p.). If all the dust in the box is sprinkled on the floor around the holder, it will act as *dispel magic* cast by a 20th level magic user.

The Blade of Betrayal

by Duncan Campbell



This richly decorated sword is the bane of its wielder. When found, it is evidently a magical sword and, indeed, acts as a +2 weapon during the first melee. However, much to the finder's surprise, when it is used for the second time and a die-roll of 13 fails to mar the leather apparel of his opponent, not only is the blade now a -3 cursed weapon, but 80% of any orcs within a ¼ mile radius will be immediately attracted to it.

The Barbarian

Some Minor Modifications

by Brian Asbury

Since the barbarian character class first appeared in *White Dwarf 4,* there have been major upheavals in the world of *D&D* not the least of which has been the appearance of the *Advanced D&D Players' Handbook.* The *Handbook* has introduced major changes in most character classes, and these have made some of my original rules for barbarians a little out-of-date. This article is intended to bring the barbarian class into line with the *Handbook,* and also to introduce changes suggested by others who have been using the class for the last year or so.

Hit Dice (Change)
With the *Players' Handbook* changing the hit dice of most classes, it seems appropriate to do the same for barbarians. After all, why should clerics receive better hit dice than barbarians? Therefore, whilst retaining the same *numbers* of hit dice as they had before, barbarians will now roll *eight*-sided dice to determine hit value.

Hiding In Shadows (New Ability)
It has been pointed out to me that " . . . the greatest barbarian of them all used his ability to hide in shadows to great effect on many occasions." So be it. Barbarians *should* be able to hide in shadows if they are to emulate the feats of you-know-who. However, the minimum requisites for the barbarian to have the ability are dexterity 11+ coupled with intelligence 9+. They do not gain bonuses on this ability for high dexterity as thieves.

Sensing Danger (Clarification)
The ability to sense danger is merely an instinct. It is not directional, and does not give any clue to what form the danger takes. Thus a barbarian *cannot* walk up to a door and automatically say "Aha! Twelve feet beyond this door is an evil magic-user!" He would simply *feel* that something was wrong, but would have no idea of where the source of danger lay or what it was. A barbarian who fails to sense danger in a given situation *cannot* try again.

First-Attack Ferocity (Change)
All barbarians who succeed in striking with first-attack ferocity automatically do at least double damage if they roll 75 or less on percentage dice. However, the higher level types no longer do automatic triple or quadruple damage. Before the first-attack strike is made, roll percentage dice and consult the following table to see what the effects will be:

Barbarian Level	% Die-Roll	Effects
1–4	01–75	Attack bonus +2, double damage
	76–00	Attack bonus +1, normal damage
5–8	01–25	Attack bonus +3, triple damage
	26–75	Attack bonus +2, double damage
	76–00	Attack bonus +1, normal damage
9 and up	01–25	Attack bonus +4, quadruple damage
	26–50	Attack bonus +3, triple damage
	51–75	Attack bonus +2, double damage
	76–00	Attack bonus +1, normal damage

Thus a barbarian capable of first-attack ferocity always gains at least +1 on attack dice even if the die-roll is too high for double damage or greater. Remember though, this bonus only applies to the *first* melee round, and only if the barbarian has the initiative. After this first round he will attack normally; the rule about barbarians of strength 10+ always hitting at +1 is cancelled.

A barbarian is entitled to only one round of first-attack ferocity per battle. If he switches opponents in battle he does *not* gain any first-attack bonus on his new opponent. Similarly, if the barbarian's first-attack ferocity attempt misses, he does *not* get another attempt in the next round.

Illiteracy (Classification)
Illiterate barbarians *cannot* copy down magical writings which they cannot understand. To do this would be to set off any harmful effects which the writings might endow upon the reader, e.g. the damage done by a Book readable only by magic-users. This is because there have been cases of parties using non-literate barbarians to copy down the title pages of magical Books so that they could divine their nature without risk of harm. Magical writings can be copied down *only* by those who fully understand them.

Barbarians As A Race (Change)
Barbarians can be considered to be a sub-race of humans who have developed a special hardiness due to their upbringing in an especially harsh environment. However, that does not exclude the possibility of barbarian hybrids. Orcs will breed with anything, and it is quite likely that barbarian women have many times been carried off by raiding orcs. Thus half-orc barbarians exist, having attributes of both the orcish race and the barbarian class. Half-orcs may progress as high as 8th level as barbarians; also, they may elect to be split barbarian/thieves or barbarian/assassins, dividing experience equally between their two classes.

– Next issue we would like to feature **Spells** *in* Treasure Chest *of any level for magic-users, clerics, druids or illusionists. Please send your contributions to the Editor to arrive by 1st May 1979.*

Don Turnbull takes

A DIP INTO THE PLAYERS HANDBOOK

An intermittent feature intended to high-light the innovations in the new TSR Players' Handbook.

I was one of those lucky enough to get the new Players' Handbook almost as soon as it emerged from the trans-Atlantic plane, and since then I must have read through it dozens of times. But it will be many years before I can claim to know it thoroughly – even to know where to look up that elusive rule reference, despite the excellent layout and editing. In this series I will pick bits out of the PH and compare them with what we had before, hopefully as a useful 'thumbnail' guide to those who haven't been able to study this massive opus yet.

Exceptional Strength

The ability adjustments for fighters are now less in their favour than they were in *Greyhawk;* hit probability bonuses are reduced (and penalties for low strength are increased), damage adjustments are the same but penalties apply to characters with strength 5 as well as those with 3 or 4, weight allowances have been considerably altered and doors are harder to open. The 'bend bars/lift gates' column is new. Note it is now clear that a cleric, for example, does get the hit probability bonus if he has 18 strength, but he (and his mates in other non-fighter classes) is treated as 18(01) and never otherwise.

Intelligence

A much clearer description of the meaning of 'chance to know each listed spell', etc. A Paladin now needs an intelligence of at least 9 (previously no restriction) and a Ranger needs 13 rather than 12. 'Old' Paladins and Rangers will presumably revert to normal fighter-status unless some DMs decide to continue them under the old conditions and with the old powers.

Wisdom

Now affects saving rolls against non-physical spells such as Charm, Illusion, etc. – very reasonable. A significant improvement here for clerical characters. Additionally wisdom affects the cleric's chance of spell failure and high wisdom gives him a spell bonus.

Dexterity

Armour Class adjustment because of high (or low) dexterity has always been present for monsters, but references to similar bonuses for characters have been vague. A very important section on page 11.

Constitution

Hit Dice bonuses have been much improved – magic-users in particular will welcome this, though note that non-fighter class characters cannot now get more than +2 per hit die (in the past the apparent limit was +3). Many DMs play resurrection as reducing constitution by 1 point if successful, so successive resurrections are less and less likely to succeed. This is not specifically spelled out in the PH, so presumably a player should

If you want all the latest imports (DC, Marvel, and Warren), American and British sci-fi books, posters, D&D, masses of underground comix, games and mags, French magazines and books, badges, posters, etc. . .*this is the place to get them*

FOREVER PEOPLE

the largest sci-fi and comics shop outside London

59 Park Street, Bristol 1
tel. 0272 25454

including a separate comics room with thousands of back issues,

for list send SAE

UK distributor for Metal Hurlant

keep a separate tally of the number of times his character has been resurrected. A Ranger now only needs 14 constitution — this used to be 15.

Charisma
Considerable changes in 'Loyalty base' and 'maximum number of henchmen' plus a formalised 'reaction adjustment' (which, until the publication of the Dungeonmaster's Guide, will not be a great deal of use).

Racial Ability Scores impose new restrictions, and females are included. Check your non-human characters and adjust according to page 15! *Dwarves* are now apparently not the only race to be allowed to use the +3 Magic War Hammer (though the 'treasure' section in the DM's Guide may reiterate the previous restriction). The saving roll bonus for Dwarves (formerly 4 levels) has been altered according to constitution — generally speaking this is now slightly more favourable to the Dwarves (since they must have a minimum constitution of 12 — another check you had better make on your Dwarves' characteristics). Dwarves also get additional hit probabilities (or their opponents get hit disadvantages) when engaged against certain types of enemy — see page 16. Finally, Dwarves can advance higher up the experience levels as fighters than before.

Elves will probably not mix with Dwarves now — see the table on page 18 — so DMs will have to make up rules if the two races happen to be present in the same party. Elves are highly resistant to *sleep* and *charm* spells and are slightly more effective in melee with swords (and with bows). Note the elves' multi-class potential.

Gnomes appear to have replaced Hobbits — there isn't a single mention of the latter race in the entire PH that I can find, and only one in the Monster Manual (which, now I come to look for it again, I can't find either!). In effect they are dextrous dwarves, though they, unlike Dwarves, can become Illusionists.

Under *Clerics* page 20, note that Shadows and Ghosts are now rated as Undead — there was some confusion before. However since we don't have new clerical 'turning-away' tables that doesn't help. Note also that clerics will be able to turn away Demons and Devils (when we get the table, I suspect this power will be highly restricted).

Under *Thieves* note that striking with surprise from behind (page 27) gives a hit probability bonus of +4, plus double, triple or even greater damage. Do these bonuses apply only to the thief? Or can other character classes get the hit probability bonus, for instance, if they find themselves striking from behind in melee? Again, something which only the DM's Guide will answer, but my guess is that the answer is only the Thief will benefit as a product of his special training.

The **Combat Tables** will have to be revised to take account of the new Armour Classes (page 36). Bare skin is now AC10 rather than AC9; if a 1st level fighter still needs a 17 to hit AC2, he will presumably now only need a 9 to hit bare skin, rather than 10 as before — quite a difference.

The **Monetary System** (page 35) has changed, and it still isn't a decimal system which is a great pity. Platinum is still 5 times more valuable than gold, but gold is now twenty times the value of silver, not ten times, and silver is worth ten times copper rather than five times.

Equipment costs are greatly increased (probably realistically) — no new character can now hope to wear plate mail at 400GP a suit (see page 35) and will probably have to survive in Ring or Scale; even Chain is probably too costly. Most weapons, however, are rather cheaper.

Long lists of **Spells** include old and new. Also the concept of casting time is introduced, and very welcome it is too. See page 40 and elsewhere. DMs will no longer need to debate how long it takes to prepare a spell prior to it being cast (most DMs I know have rulings about the length of time required to prepare a spell but, once prepared, allow it to be cast instantaneously). Now there will be no preparation time, but the casting time is regulated. A useful rule of thumb is that it takes as many 6-second segments to cast a spell as the spell level, though look out for the exceptions (*find familiar* in the first-level MU spells, for instance, and some of the more powerful spells useful against enemies such as *conjure elemental, limited wish* — that could take hours to phrase properly! — and *power word* spells).

Note that clerics, since they must pray extensively for the granting of spells, must decide before an adventure what spells they are 'preparing', not pick them at the time they are required, though given the chance of an extended rest period a cleric could presumably change his menu.

Material components are, in the main, unlikely to be found underground so must be prepared beforehand and placed ready for convenient access. DMs will have to take careful note of a player's instructions when he wants one of his characters to cast a spell — and with so many new spells, it won't be easy for the DM to get to know even all the low-level spells and what components they require; a pity in a way, since the necessity for the DM to consult the PH at such times can slow down the game.

Note particularly the section on Spell Casting on page 100 — confirmation, in case it is required, that a magician can't cast a *sleep* spell when his intended victim is in the process of mauling him.

The **One-Minute Melee Round** is detailed and justified on page 105, and the original intention of the designer is now much clearer. It seems there are three kinds of attack during melee, not two. First, there is the attack which fails and which doesn't stand any chance of doing damage (a miss, a glancing blow, etc.) — no die roll is used, but there will be a number of these 'failures' each round. Second, there is the blow which connects and which stands a chance of doing damage but doesn't; third, there is the blow which connects and actually does damage. The 'to hit' die roll (misleadingly named) distinguishes between the last two types; if the requisite total is not rolled, the blow did not miss but neither did it do enough significant damage to reduce the victim's potential for living; if the requisite total *is* rolled, the blow landed *and* the victim's potential for living was reduced by the number of damage points delivered.

(Please note this is my interpretation of what the designer says — I can't be sure it is right!)

SURVEY RESULTS

Last issue we asked readers for their opinions regarding (a) *D&D* character classes, and (b) *White Dwarf* covers. Here are the results:

D&D Character Classes			White Dwarf Covers	
1.	Magic User	(23.3%)	1.	Issue 10 (Eddie Jones)
2.	Fighter	(17.7%)	2.	Issue 9 (Christopher Perigo)
3.	Cleric	(11.1%)	3.	Issue 7 (John Blanche)
4.	Thief	(10.2%)	4.	Issue 11 (John Blanche
5.	Ranger	(9.8%)	5.	Issue 1 (Chris Beaumont)
6.	Paladin	(9.1%)	6.	Issue 8 (Derek Hayes)
7.	Monk	(5.6%)	7.	Issue 2 (Christopher Baker)
8.	Bard	(5.5%)	8.	Issue 6 (Chris Beaumont)
9.	Illusionist	(3.9%)	9.	Issue 4 (John Blanche)
10.	Druid	(3.8%)	10.	Issue 3 (Alan Hunter)

Summary: No real surprises. A few more votes for the Man-Beast would have seen it in 10th position — watch out Druid next time!

The race for first position for *White Dwarf* covers was virtually a two horse race in the latter stages with Issue 10 just pipping issue 9 at the post — well done Eddie

White Dwarf Binders

Make sure you keep the coffee stains off your *White Dwarf* collection by protecting them in your own *White Dwarf* binder.

* Holds 12 issues
* 'Red Leather' finish
* *White Dwarf* embossed in silver on spine

Send £1.95 + 35p p&p to "White Dwarf", 1 Dalling Road, London W6.
(US customers, please send $11.00 (airmail) or $7.00 (surface)

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

D&D APA
I intend to produce a D&D oriented APA-zine similar to A&E if enough support is forthcoming. Any interested contributors should write to Brian Dolton, 94 Waddington Ave, Old Coulsdon, Coulsdon, Surrey.

D&D Wirral
Three newcomers to D&D seek players or existing campaigns in the Wirral/Chester area. Please phone B. Stafford at 051-327 6629 after 6.00 p.m. or at weekends.

D&D Carterton
All welcome at Carterton Wargames Club, Carterton Community Centre for D&D, fantasy and war games. Details from S. Bainbridge (Tel: 0993 841710).

D&D Farnborough, Hants
New blood needed for D&D dungeon and wilderness adventures. Details from Albert Cook (Tel: 0252 512855 evenings).

D&D Society
Basically a central address list of DMs, players and clubs. Please send £1.00 per year for our contact mag, or an SSAE for a local list, to Clive Wardley, 5B Tudor Parade, Hounslow, Middlesex.

Wanted
Any Strategic Reviews and The Dragon Nos. 1–7 and 11, 12, 14 and 16. Will swop or buy. Please phone Thomas Skipp at 91 47643 evenings.

D&D Sprowston, Norwich
Players needed for postal D&D campaign. SSAE for details to Paul Compton, 22 Neville Road, Sprowston, Norwich, Norfolk.

Wanted
Strategic Review Nos. 2, 4 and 6; The Dragon Nos. 1–3; any Dungeoneers, any A&E's; Underworld Oracle Nos. 4 and 6. Please write to Louis Boschelli, 16655 Kimbark Ave, South Holland, Illinois 60473, USA stating condition and price required.

Wanted
Wyrm's Footnotes No. 2 to borrow or buy. Also, if anybody is running a postal WBRM game and needs another player, or is interested in joining/running a postal NG game, please write to Chris Odell, 56a Coniston Road, Muswell Hill, London N10.

Figure Painting
Miniatures painted to an incredible standard. Any quantities or dioramas. Send 40p for a sample figure and information to Richard Scoffin, Kelvin Court, Barassie, Troon, Ayrshire.

D&D Alnwick
Players needed for D&D in the Alnwick area. I would also like to join a postal campaign and require a set of rules. Contact D. McLaughlin, 41 Tedder Place, Longhoughton, Alnwick, Northumberland.

D&D Cheltenham
Anybody interested in forming a D&D group in the Cheltenham area please contact Simon Washbourne, 74 Welch Road, Arle, Cheltenham (Tel: 0242 31998 evenings).

D&D London
Players needed to join D&D campaign at the Enfield Wargames Group which meets every Monday 7.00–10.00 p.m. Phone Max Bantleman at 01-807 5202.

D&D Tunbridge Wells
All SF/F gamers welcome at Dark Tower, 44 Victoria Road, Tunbridge Wells. We meet every 2nd Sunday in the month from 2.30 p.m. onwards. Phone David Palmer at 073 279 582 for details.

CLASSIFIEDS

Salute 79
South London Warlords present their tenth open day at Kensington Town Hall, Hornton Street, London W8 on Sunday, 22nd April 1979. Doors open at 10.00 am.

Job Opportunity
Games Workshop require two enthusiastic people aged 16–30 for their warehouse in N.W. London. The positions are:
Trade Order Supervisor
Mail Order Assistant
Knowledge of SF/F games preferable but not essential. Please send applications to The Manager, Games Workshop, 1 Dalling Road, London W6.

Playtesters Needed
Experience gamers needed to test advanced prototypes of fantasy and science fiction boardgames. Please write to "Prototypes", c/o Games Workshop, 1 Dalling Road, London W6.

LEICESTER'S

GAMES & FANTASY SHOP

DUNGEONS & DRAGONS
RAL PARTHA • CITADEL
RULES, GAMES, FIGURES, ACCESSORIES, ETC.

Continuous 3 day Advanced D&D Game over April 6, 7 and 8, to raise money for Multiple Sclerosis Research. Sponsors required. Players invited. Contact below.

Reider Defign

D.G. KAYSON, 5 BRAUNSTONE GATE (opp. Kirby & West Dairy)
LEICESTER. Telephone: Leicester 549182

WARGAME PUBLICATIONS (SCOTLAND) LTD.

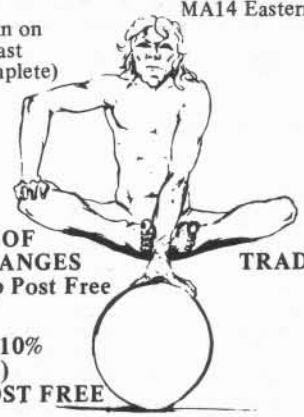
WARRIORS OF THE LOST CONTINENT . . . . 18p each

ELDER RACES
E1 Officer
E2 Standard Bearer
E3 Trumpeter
E4 Infantryman with spear
E5 Archer

SONS OF SET
L1 Officer
L2 Standard Bearer
L3 Drummer
L4 Infantryman with poleaxe
L5 Crossbowman

LC1 Cavalryman on lizard Beast (60p complete)

MAGICAL MISCALLANY AND ARBESQUE
MA1 Ghoul, attacking . 18p
MA2 Mystic, levitating . 25p
MA3 Lycanthrope (wolfman) 18p
MA4 Anti-Hero 18p
MA5 Witch on bromstick 25p
MA6 Warlock, casting spell 18p
MA7 Warlord of the Seven Hells (foot) . . . 25p
MA8 Warlord of the Seven Hells (mounted) . 50p
MA12 Eunuch 25p
MA13 Djinn and bottle . 25p
MA14 Eastern Magician . 25p



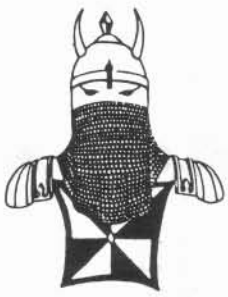
CATALOGUE OF COMPLETE RANGES STOCKED 25p Post Free

TRADE ENQUIRIES WELCOME

Mail Order:
up to £10 add 10% (minimum 15p)
£10 or over POST FREE

St. George's Buildings, 5 St. Vincent Place, Glasgow G1 2DH

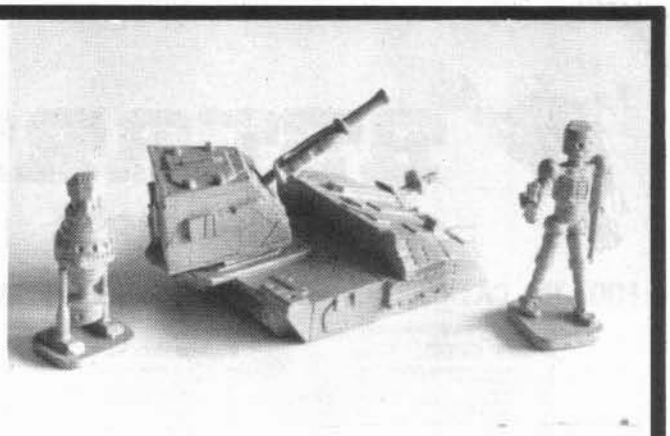
LEVIATHAN MODELS



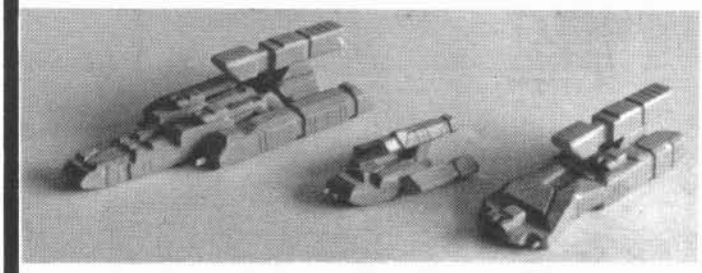
FOR THE VERY BEST IN FANTASY AND SCIENCE FICTION WARGAMING!

HIGHLY ORIGINAL ACTION FIGURES SUITABLE FOR TABLE TOP WARGAMING, ROLE-PLAYING GAMES, OR SIMPLY FOR DISPLAY.

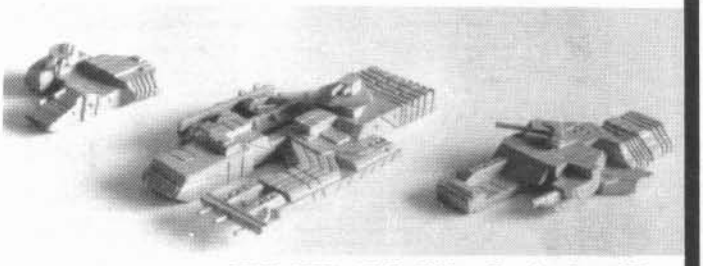
NOW POSTAGE AND PACKAGING FREE! (U.K. only)



EV2 Strike Vehicle, ESF2 and USF2 Battledroids

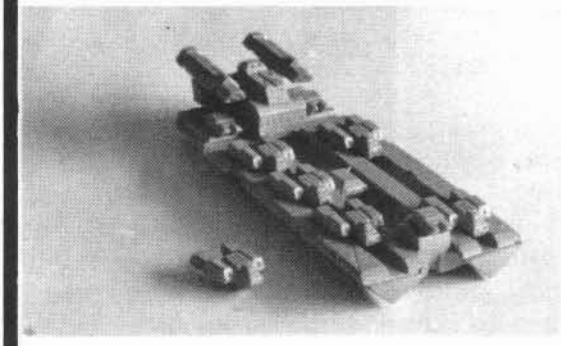


DSF1, DSF3, DSF2 The United Nation Deep Space Fleet



SEE3, SEE1, SEE3 Elkiem Empire Space Fleet

LF10, LF31



DSF10 Interceptor Carrier

SPACECRAFT-STARFIGHTER RANGE

Elkiem Empire

SEE 1	Battlecruiser (includes 2 interceptors)	60p
SEE 2	Cruiser	31p
SEE 3	Destroyer	17p
SEE 4	Light Cruiser	25p
SEE 10	Supreme Command Ship (over 20 pts)	£1.95

(All Elkiem Empire ships feature moveable turrets)

Iso- Solaris Joint Federation

SIS 1	Battlecruiser	47p
SIS 2	Cruiser	30p
SIS 3	Destroyer	12p
SIS 10	Freighter Tug (with general purpose pod)	35p
	(i) Fuel Pod	20p
	(ii) Mineral Pod	20p
	(iii) Armoured Defence Pod	20p
	(iv) General Purpose Pod	10p

The United Nations Deep Space Fleet

DSF 1	Battlecruiser	60p
DSF 2	Cruiser	35p
DSF 3	Destroyer	17p
DSF 10	Interceptor Carrier (13 pts + 6 interceptors)	£1.20
S 1	Spaceship stand	14p
S 2	Interceptor stand	15p

25mm SICENCE FICTION

United Nations Star Force

USF 1	Space Commander	20p
USF 2	Battle Droid	15p
UV 6	Two man hover platform (with laser cannon)	50p

Elkiem Empire

ESF 2	Battle Droid	15p
EV 2	Strike Vehicle	95p
ESF 10	Field Commander with sub-atomic blaster	20p

25mm FANTASY

LF 1	Emperor Dragon (7 pts)	£3.65
LF 2	Triton Charger (Triceratops type beast – 5 pts)	£1.95
LF 3	Triton Lancer for LF 2	18p
LF 4	Swamp Dragon	£1.20
LF 5	Deaths Head Serpent (3 pts)	35p
LF 10	Sorceror of Light	25p
LF 20	Sky Demon (with axe)	65p
LF 21	Sky Demon (with club)	65p
LF 30	Goroidian Primitive (with Halbard)	22p
LF 31	Goroidian Officer (with Sword)	25p
LF 32	Goroidian Primitive (with two-handed scimitar)	25p
LF 33	Goroidian Primitive (with war hammer & club)	25p

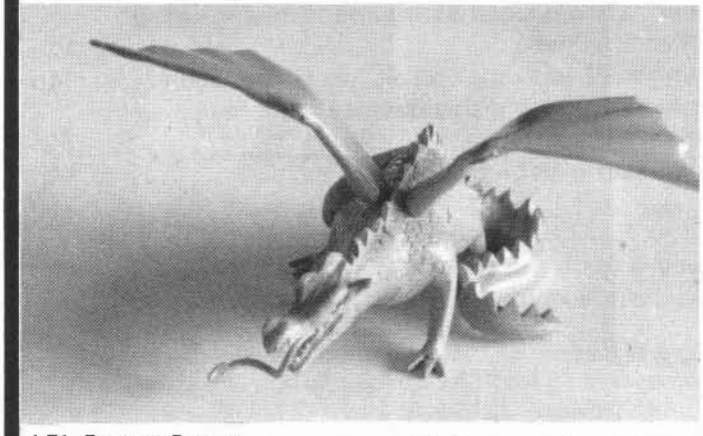
LATEST ADDITIONS

LF 15	Executioner with block	25p
LF 16	Super Hero, with axe and plate/mail armour	25p
LF100	Guillotine (8 pts)	95p

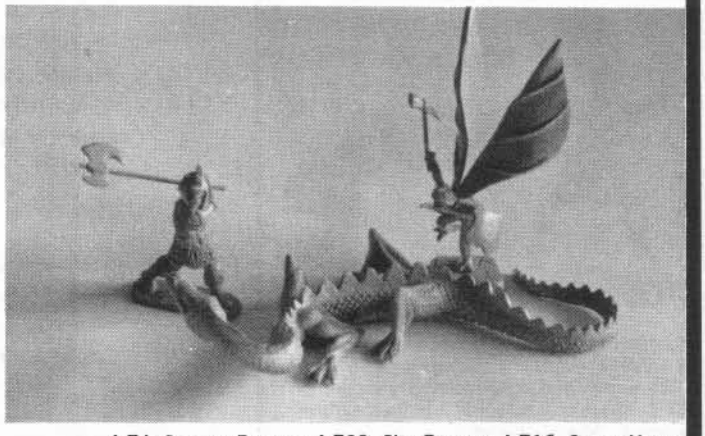
FOR MAIL ORDER ONLY:

LEVIATHAN MODELS (Dept W)
4 Peachfield Road, Malvern, Worcestershire, WR14 4AR
(Overseas P&P: Airmail 50%, Surface 30%)
U.K. Post Free

TRADE ENQUIRIES WELCOME – CURRENT STOCKISTS INCLUDE: MINIFIGS SKYTREX, 13 Gillingham St., London SW1; TANGLEY MODEL WORKSHOP, 89b/89c Woodbridge Rd., Guildford, Surrey; MODELS AND PASTIMES, 133 Chanterlands Ave., Hull; THE WORCESTER MODEL SHOP, Friar St., Worcester.



LF1 Emperor Dragon



LF4 Swamp Dragon, LF20 Sky Demon, LF16 Super Hero

ASGARD MINIATURES

14 COMMERCE SQUARE, HIGH PAVEMENT, NOTTINGHAM.

Postage:
Add 10% minimum 20p.
Post Free orders over £5.00.

FOOT 15p, CAVALRY 30p — **ASGARD 25mm FIGURE WARGAMING RANGES** — **FOOT 15p, CAVALRY 30p**

ANCIENT GREEKS

G1	Hoplite, Corinthian Helmet
G2	Cretan Archer
G3	Slinger
G4	Hoplite, Ionic Helmet
G5	Light Clubman
G6	Hoplite, Doric Helmet
G7	Light Javelinman
G8	Peltast
G9	Trumpeter
G10	Officer
G11	Spartan Hoplite
G12	Theban Hoplite
G13	Thracian Peltast with Rhomphaia
GC1	Thessalian Cavalry
GC2	Heavy Cavalry
GC3	Companion Cavalry with shield
GC4	Scythian Horse Archer
G14	Greek Standard (to fit G1,4,6,11,12)
G14a	Theban Standard
G14b	Athenian Standard
G20	Greek Philosopher 18p

VIKINGS

V1	Two-Handed Axeman
V2	Archer
V3	Heavy Infantryman with Spear
V4	Heavy Infantryman with Sword
V5	Spearman
V6	Berserker
V7	Light Javelinman
V8	Standard Bearer 24p
V9	Heavy Infantryman with Fur Cloak and Hood
V10	Heavy Infantryman with Fur Waistcoat
V11	Viking Slinger
VC1	Mounted Viking (Mounted version of V9) 30p

NEW VIKING FANTASY RANGE 18p EACH

V20	Priest of Thor
V21	Viking Magician
V22	Wise Woman
V23	Priest of Odin
V24	Priest of Frey
V25	Norse Ogre 35p

13th CENTURY MEDIEVALS

M1	Axeman
M2	Crossbowman
M3	Spearman
M4	Longbowman
M5	Foot Knight or Sergant with Spear
M6	Foot Knight or Sergant with Hand Axe
M7	Foot Knight with Sword
M8	Peasant with Pitchfork
M9	Peasant with Scythe
M10	Peasant with Flail
M11	Billman
M12	Foot Soldier in Gambeson
M13	Shortbowman
M14	Knight Templar

CAVALRY

MC1	Mounted Version of M5
MC2	Mounted Version of M6
MC3	Mounted Version of M7
MC4	Mounted Version of M14

INFANTRY 15p, CAVALRY 30p

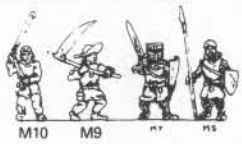
NORMANS

CAVALRY 30p

NC1	Norman Heavy Cavalry attacking underarm
NC2	Norman Heavy Cavalry attacking overarm
NC3	Noble Extra Heavy Cavalry
NC4	Norman Light Cavalry

FOOT 15p EACH

N1	Heavy Infantryman with two-handed sword
N2	Light Crossbowman
N3	Heavy Spearman
N4	Noble Spearman
N5	Standard Bearer 24p



M10 M9 M7 M5

Ral Partha

ANGEL OF DEATH

Manufactured under licence in the U.K. by GAMES WORKSHOP, 1 Dalling Road, Hammersmith, London, W.6.

PERSONALITIES AND THINGS THAT GO "BUMP" IN THE NIGHT

SS1	Evil Wizard Casting Spell	20p
ES1	Evil Wizard Casting Spell	20p
ES2	Super Hero with Axe on Super Heavy Horse	50p
ES3	Balrog Advancing with Sword and Whip	70p
ES4	Cleric, Cloaked, with Staff	20p
ES5	Winged Gremlin	30p
ES6	Patriarch Casting Spell	20p
ES8	Zaftig Maiden	20p
ES9	Barbarian Hero w. Long & Short Sword	20p
ES10	Large Hill Troll Attacking with Club	30p
ES11	Vallor, Warrior of the Gods	30p
ES12	Vallor Captain w. Shield and Standard	30p
ES13	Assassin with Cloak and Dagger	20p
ES14	Count Dracula	20p
ES15	Super Hero with Axe	20p
ES16	Beowulf with Sword and Shield	20p
ES18	Adventuress with Short Sword	20p
ES19	Angel of Death	50p
ES20	Mummy Advancing	20p
ES21	Elf Princess	20p
ES22	Elf Lord	20p
ES23	Shield Maiden Attacking with Sword	20p
ES24	Foregum, Barechested Super Hero	20p
ES28	Gremlin War Party (3 figs.)	75p
ES31	Dwarf Lord	20p
ES32	Centaur Archer	30p
ES33	Satyr (Pan) with Spear	20p
ES34	Land Dragon with Mounted Captain	70p
ES35	Land Dragon with Mounted Lancer	70p
ES36	Witch	20p
ES37	Monk with Staff	20p
ES41	Wind Lord with Spear	20p
ES42	Paladin (Dismounted)	20p
ES43	Armoured Knight on Guard with Sword	20p
ES45	Earth Demon Hurling Rock	70p
ES47	Armoured Centaur with Sword	40p
ES48	Demon of Evil Law with Morning Star	20p
ES49	Tree Man	50p

MAIL ORDER ONLY

GOBLINS

Fg1	Goblin attacking with Cleaver	15p
Fg2	Great Hobgoblin attacking	30p
Fg3	Goblin Archer	15p
Fe1	Wood Elf Swordsman	18p
Fg4	Lesser Goblin with Sword	10p

(MORE LESSER GOBLINS TO COME!)

GOBLIN WOLF RIDERS 20p each (unless marked)

WT1	Officer
WT2	Trumpeter
WT3	Lancer
WT4	Archer
WT5	Trooper
WT6	Standard Bearer 25p
	Wolves (7 different poses) ... each 25p

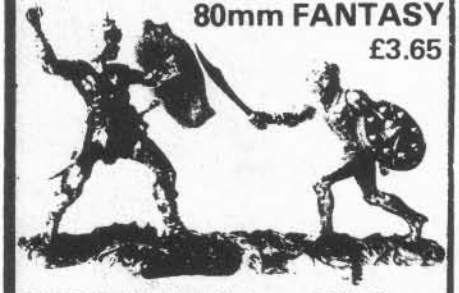
GREENWOOD & BALL LTD

We've moved! Our old premises were bursting at the seams.

We are now at

UNIT 27
BON LEE TRADING ESTATE,
THORNABY-ON-TEES,
CLEVELAND
Telephone: 68059

SANDERSON 80mm FANTASY £3.65



SAN80F3 Warrior with Axe and Shield
SAN80F4 Warrior with Sword and Shield
Two action and detail packed warriors from Cliff. The two bases will interlock to form a vignette. More to come!

SS98	– Goblin with spear	14p
SS100	– Winged Demon with sword of fire	30p
SS101s	– Winged Warrior (feather wings) with spear	30p
SS102s	– Winged Warrior (feather wings) with sword	30p
SS103s	– Winged Warrior (feather wings) with bow	30p
SS99s	– Wolfman	30p
SS91s	– Armoured Centaur with lance	30p
SS104s	– Giant Wolf	30p
SS105	– Mountain Dwarf with hammer	30p
SS106	– Mountain Dwarf with sword	30p
SS107	– Mountain Dwarf with axe	14p
SS108	– Mountain Dwarf Chief	14p
SS109	– Mountain Dwarf Standard Bearer	14p
SS110	– Adventurer with longbow, sword and shield in mail shirt	14p
SS111	– Adventurer with two handed axe and throwing axes in mail shirt and helmet	14p
SS112	– Adventurer with two handed sword and throwing knives in mail shirt and helmet	14p
SS113	– Wizard casting spell, with spell scroll, sword and buckler	14p
SS114	– Adventurer with sword and shield wearing full mail armour and helmet	14p
SS115	– Cleric (or Acolyte) with club and shield	14p

These Sword and Sorcery items are the finest yet by John; the Mountain Dwarves are the stocky bearded types of legend. Superb!

New catalogue in preparation, ready soon – watch our ads.
Retail orders up to £5 add 10% p&p, over £5 post free

PELLIC QUEST©

Subjugation of a Galaxy!

THE PELLICS©. The race of beings who were masters of a galaxy, possessing a technology undreamt of. At the verge of extra-galactic conquest; at the height of their power . . . then, gone! All of them; without a trace. Their machines remain though, as does the jewel of their Empire, the Pellic Home System. Millenia pass, and beings on the outlying Systems of the dormant Empire have begun reaching into space, trying to rediscover, for their own purposes, the secrets of the "Ancients".

We invite you to play an integral part in determining the destiny of this galaxy, maneuvering various types of Starfleets, and invading Systems with Troops in your own quest to succeed the Pellics as Master of the galaxy.

Dependent upon your character type (you've 6 to choose from!), you'll gain victory points by capturing Star Systems (or by vaporizing them!), ruling populations, controlling industry or agriculture, collecting Artifacts, and for locating the ruins of the Pellic Home System. With 229 Star Systems to explore (you start out knowing about only one!), and 10–14 other players to outwit (bludgeon?), you'll find **PELLIC QUEST©** to be a real challenge!

PELLIC QUEST© is a fast-moving, **COMPUTER** moderated, play by mail game. About every 15 days, we'll run the instructions you've sent us, along with those of the other players in your game, through our computer. We will return a printout to you which will tell you what happened to your aspiring empire that turn.

Our fees are $6 initial setup (per game), and $1.50 per turn. For more information, send $2.50 for a copy of the Rule Book; or if you want us to start you in a game right away, send $15 ($6 setup and $9 for the first 6 turns). We'll include a copy of the Rulebook **FREE** with your first game request.

We look forward to having you join us in **PELLIC QUEST©**, the game of galactic conquest!

CONFLICT INTERACTION ASSOCIATES
P.O. BOX 504
PRAIRIE VIEW, ILLINOIS 60069

For details of how to play **PELLIC QUEST©** in the UK, send an SAE to:
Chris Harvey, 11 Woodside Way, Aldridge, Walsall, West Midlands.

LOW COST MAIL-ORDER SPECIALISTS–

Prices include UK/BFPO p&p

- **BOARD WARGAMES, SIMULATIONS**
- **Role-playing Rules**
- **Miniatures Rules**
- **Archive Ral Partha Miniatures**

Science Fiction

*Black Hole, Ice War (MGC) B £2.10
Star Fighter (GTG) £8.60
Strange New Worlds S,B £8.60
*Direct Conflict in D6, B £7.60
*Second Empire B £10.50
Gamma World R £7.45
Alpha Omega B £10.00
[illegible] R £1[illegible]
[illegible] (MGC) S,B £2[illegible]
[illegible]sa (MGC) B [illegible]10
[illegible] Mars (S[illegible]
Ch[illegible]s (MG[illegible]
Galacti[illegible] (TT) [illegible] £1.20
Cosmic [illegible]ounter [illegible].95
[illegible]ension Ki[illegible]III £3.10 each
Ogre (MGC) S,B £2.10
Outreach (SPI) S,B £5.25
Imperium (CG) B £8.60
Star Force Alpha Centauri (SPI) B,S £5.00
Star Soldier (SPI) B £5.[illegible]
Traveller (GDW) B,R £6.[illegible]
Supplements: Mercenary (GDW) £3.[illegible]
[illegible] £2.5[illegible]
*Traveller Shield (JG) £1.65
Warpwar (MGC) B £2.10

Fantasy Dungeons and Dragons (TSR) R

*New Boxed Edition £7.90, Revised Book £2.65
Pl[illegible]book £7.50, S[illegible].90
[illegible]al £[illegible] So[illegible]
[illegible] Rules [illegible]2 [illegible]1,S2 £3.95 ea.
[illegible]ssen[illegible] III [illegible]
[illegible] Gamm[illegible] £[illegible]
The [illegible]ab[illegible]/G) Ch[illegible]re £2.15 ea.
*Fron[illegible] of [illegible]ge £2.1[illegible]
*Ardu[illegible]loire, Skull Tower [illegible].80 ea.
Book III Runes of Doom £6.80
Instant Bad Guys £2.30

Fantasy – Role Playing

Tunnels & Trolls R £1.96
Buffalo Castle (FB) S £1.95 (T&T dungeon)
Labyrinth (FB) £2.10 (T&T dungeon)
Deathtrap Equalizer Dungeon (FB) S £2.10
Chivalry and Sorcery (FGU) R,S £6.50
Source Book, Swords & Sorcerers £5.95 ea.
*New T&T Dungeons at £2.30
Wierd World, Dargon's Dungeon, Naked Doom
*Sorcerer Solitaire, Overkill, Beyond the Silvered Pane

Fantasy Games

*Middle Earth (SPI) £12.00
*War of the Ring (SPI) £8.50
*Saurons Condor £5.00 ea.
Sword & Sorcery B £8.55
*Sticks & Stones (MGC) £2[illegible]
*Stomp (Ch) £2.[illegible]
*Source of the Nile B,R £[illegible].50
*Elementary Watson B,R £[illegible].40
*Spellmaker, Quest (GTG) £8.60 each
White Bear & Red Moon (GTG) B £7.35
Nomad Gods (Ch) B £7.35
There and Back Again S,R £2.85
Melee, Death Test S,R £2.[illegible]0 each
Wizard (MGC) R £2.90
*Sorcerer's Cave (Phl) S,B £[illegible].30

Miniatures Rules

WRG Ancients £1.58, Lists £1.08
Ancient Naval £1.1[illegible]
Renaissance Lists £1.08
1685-1845 £1.68
1925/50 £1.58
Modern £1.70

LMM Wizards & Warlore 80p
Napoleonics £1.48
American Civil War £1.48
Campaign to Sinal £1.70
19th Century £1.40

TT Gods £1.02
Tactics (16th Cent) £[illegible].02, Lists 77p
Lance £1.02
Napoleonic £1.02
ACW (Cooper) £1.07
Action Under Sail £1.28
WWI Trench £1.[illegible]

Skirmish
Old West Vols, I,II each £[illegible].00

FGU Archworld £4.04
Broadsword £3.13
Blue Light Manual (ACW) £4.07
Axe and Arrow (LS) £1.82
Fighter Pilot (WWII) (LS) £1.67

Asgard Retinue £1.32

JMW *Jasta (WWI) 75p
*Starstrike 47p
*Becket (R) 52p

Board Wargames – Pre XXth Century

Machiavelli £9.50
*Grand Imperialism (GTG) £8.60
*Robert the Bruce £6.60
*Rad (CG) £8.70
*Micro Napoleonic Naval (TT) £1.82
*Raphia (GDW) £4.15
Caesar at Alesia £8.80
Kingmaker (Phl) £6.30
Kingmaker (AH) £8.81
Pharsalus (GDW) £[illegible].00
English Civil War (Phl) £5.36 (Bxd Edn)
*Dresden (UKW) £6.60
Napoleon's Last Battles Quad (SPI) £7.00
Micro-Napoleonics (TT) £1.40
Crimean War Quadrigame (SPI) £[illegible].65
*Napoleon (AH) £8.60
Sandwar (FUS) £2.18

Board Wargames – XXth Century on

*Solitaire (GTG) £[illegible].60
*Green Fields Beyond (SPI) £6.55
Micro-Fleet (TT) £1.40
Viva Espana (BTL) £7.00
*Descent on Crete (SPI) £9.65
Drang Nach Osten (GDW) £11.65
Highway to the Reich (SPI) £12.[illegible]0
Panzer Leader (AH) £8.80
Russian Campaign (AH) £8.61
Wacht Am Rhein (SPI) £12.00
Wehrmacht (Fus) £3.32
Battle for Rome (FUS) £3.32
Squad Leader (AH) £8.80
Up Scope (SPI) £7.70
Submarine (AH) £8.80
Fulda Gap (SPI) £5.75
World War I (SPI) £5.25
World War II (SPI) £5.75
NATO (SPI) £5.25
Dauntless £[illegible].75
Air Force £[illegible].00
*Expansion Pit £6.50
*Atlantic Wall (SPI) £16.00
*Next War (SPI) £16.00
Flat Top (BTL) £11.00
Verdun (GG) £8.70
*Desert Rats (WW) £5.[illegible]
*Kesselring (WW) £5.[illegible]

We stock many SF, Fantasy & General gaming magazines

These were just some of our games.
**Our catalogue contains details on virtually all games availabe in the U.K. Send 14p in stamps & s.a.e. (o'seas 3i.r.c.) for a copy. (or free with orders over £4)*

*	New Arrival
R	Role Playing Rules
S	Play Solo
B	Boardgame
M	Miniatures Rules

ESDEVIUM GAMES (2W)
S D & V M STEEL
2 Morley Road
FARNHAM Surrey GU9 8LY
Tel: Farnham 722269

–NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS

NOTTINGHAM MODEL SOLDIER SHOP

7 WOLLATON STREET,
NOTTINGHAM.
Telephone: Nottm. 43457

GARRISON 25mm.

RANGE
SS

1 Barbarian on Foot
2 White Magician
3 Shim Guard
4 Northman with Mace
5 Troll
6 Frost Giant**
7 Northman Archer
8 Northman with Spear
9 Northman with Axes
10 Northman Standard Bearer
11 Snow Ape**
12 Demon
13 Winged Demon***
14 Vanha Spearman
15 Hawkman***
16 Two Headed Troll Giant**
17 Oriental Giant**
18 Winged Serpent 55p
19 Bosnian Archer
20 Aquiland Pikeman
21 Aquiland Infantryman
22 Aquiland Standard Bearer
23 Dark Legion
24M Aquiland Knight with Spear*
25M Aquiland Black Guard with Spear*
26M Aquiland Standard Bearer*
27 Nimidian Archer
28 Nimidian Infantryman
29 Nimidian Royal Guard
30 Nimidian Standard Bearer
31M Nimidian Knight with Spear*
32M Nimidian Guard with Spear*
33M Nimidian Standard Bearer*
34 Corinthian Infantryman
35M Hyrkan Horse Archer*
36 Pict Infantryman
37M Hyrkanian Horse Archer*
38 Shemite Archer
39 Stygian Infantry with Pike
40 Stygian Archer
41 Stygian Standard Bearer
42 Tarun Immortal
44 Tarun Archer
45 Tarun Standard Bearer
46M Tarun Heavy Cavalry*
47M Tarun Horse Archer*
48M Tarun Standard Bearer*
49 Vanha Infantry with Pike
50 Vanha Archer
51 Vanha Guard with Spear
52 Vanha Standard Bearer
53 Order of the Pale Hand
54 Wizard of the Dark Ring
55 Druid
56 Priest of the Matri
57 Follower of Set
58M Barnarian Hero*
59 Queen with Tiger**
60M Mounted King*
61 Enchantress
62 Royal Attendant with Fan
63 Royal Attendant with Vase
64 Nude Female Temple Dancer
65 Griffon***
66 Centaur**
67M Hykan Cavalry with Glaive*
68M Vanha Mounted Swordsman*
69M Queen mounted on Tiger*
70 Tree Spirit Ent.***
71 Orc Chief with Standard
72 Armoured Orc with Glaive
73 Armoured Orc with Mace
74 Armoured Frost Giant**
76 Female Centaur with Bow**
77 Man Orc, Armoured, Bearing Axe
78 Man Orc, Armoured, Bearing Glaive
79 Wood Elf with Bow
80 High Elf with Spear
81 Dwarf with Axe
82 Dwarf Chief with Spear
83 Four Armed Giant**
84 Horned Lizard 9" Long**
85 Two headed Serpent**
89 Zangiran Archer
90 Zangiran Heavy Infantry
SSMS88 Goblin Mounted on Lizard 50p
SS91S Armoured Centaur 30p
SSMS92 Wraith Riding Winged Reptile £1.25
SS93 Goblin Firing Bow 14p
SS94 Rock Giant £1.05
SS95S Winged Warrior with spear (Bat wings) 30p
SS96S Winged Warrior with axe (Bat wings) 30p
SS97S Winged Warrior with firing bow (Bat wings) 30p
SS98 Gobin with Spear 14p
SS99S Wolfman 30p
SS101S Winged Warrior with spear (feathered wings) 30p
SS102S Winged Warrior with sword (feathered wings) 30p
SS103S Winged Warrior with bow (feathered wings) 30p

NEW ADDITIONS

SS104s Giant Wolf
SS105 Mountain Dwarf with hammer
SS106 Mountain Dwarf with sword
SS107 Mountain Dwarf with axe
SS108 Mountain Dwarf Chief
SS109 Mountain Dwarf Standard Bearer
SS110 Adventurer with longbow, sword and shield in mail shirt
SS111 Adventurer with two handed axe and throwing axes in mail shirt and helmet
SS112 Adventurer with two handed sword and throwing knives in mail shirt and helmet
SS113 Wizard casting spell, with spell scroll, sword and buckler
SS114 Adventurer with sword and shield wearing full mail armour and helmet
SS115 Cleric (or Acolyte) with club and shield

REAPER
FANTASY RULES

£2
INC P&P

FOOT 14p
CAVALRY 30p
SPECIALS One Star 30p
Two Stars 30p
Three Stars 40p or as priced

Please mention WHITE DWARF when replying to advertisements

Games Workshop

1 DALLING RD, HAMMERSMITH, LONDON W6

Tel: 01-741 3445 **Ravenscourt Park tube**

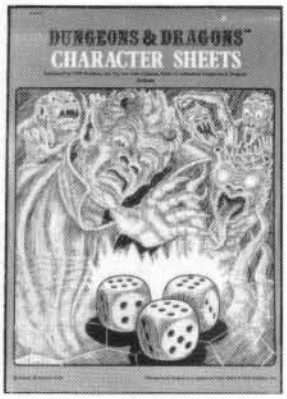
Open: Mondays-Fridays, 10.30-6.00; Saturdays, 10.00-5.30

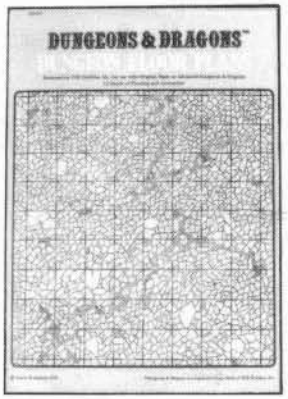
MAIL ORDER CHARGES: UK; Please add 10% p&p. Overseas: Please add 33% p&p.

S.S.A.E. for full games lists

TRADE ENQUIRIES WELCOME

DUNGEONS & DRAGONS





NEW — Dungeon Floor Plans — 12 thick card A4 sheets of passageways, rooms, stairs, doors and wood flooring specially designed for the D&D Dungeonmaster using 25mm figures. Designed to scale, Dungeon Floor Plans can be easily cut out and laid in any configuration before the players as they explore the dungeons (endorsed by *TSR*) **£2.95**

NEW — Character Sheets — 50 D&D Character Sheets in a hardbacked pad with illustrated cover. Sheets contain spaces for all character details and bonusses according to Advanced or Basic rules with a fold-over corner flap for concealing alignment **£1.50**

NEW — Hex Sheets — 50 A4 sheets of small hexes, especially suitable for mapping and charting D&D wilderness adventures, bound in a pad with stiff card back and cover sheet **£1.50**

NEW — Basic Boxed Set — everything needed to begin playing D&D: Basic Game Book, Polyhedra Dice Set, and Introductory Module "In Search of the Unknown" **£7.50**

Basic Game Book — rules for levels 1–3 . . . . . **£2.95**

Monster Manual — over 250 descriptions of monsters, from Aerial Servant to Zombie. Hardback . . **£6.95**
Softback **£4.50**

Players' Handbook — complete information on characters, levels, equipment, spells, and more.
Hardback **£6.95**
Softback **£4.50**

Dungeon Modules — complete dungeons in package form which can be used individually but also to form a complete campaign:
Module G1 Steading of the Hill Giant **£1.95**
Module G2 The Glacial Rift of the Frost Giant Jarl **£1.95**
Module G3 Hall of the Fire Giant King **£2.25**
Module D1 Descent into the Depths of the Earth **£2.25**
Module D2 Shrine of the Kuo-Toa **£2.25**
Module D3 Vault of the Drow **£2.75**
Module B1 In Search of the Unknown **£2.50**

TRAVELLER

In *Traveller*, you are a person adventuring into the great unknown. A few simple die-rolls generate your personal character, complete with prior experience and several skills, a current cash balance, and perhaps a personal weapon. Quickly, you and your comrades plan out your journey, and you are off to the stars, winning fame, fortune and honour.

Traveller is a role-playing game of science fiction adventure in the far future. Set in an era where starships are common, but the communication time-lag makes for many frontiers and unexplored areas, the game becomes a campaign setting for all conceivable adventures.

Three 48 page rules-packed booklets cover characters and personal combat, starships, travel, space combat, trade, money and costs, experience, worlds, environments, alien animal encounters, psionics, and much more — the ultimate in science-fiction role-playing games **£5.95**

MAYDAY is a supplement to *Traveller* covering starship to starship combat as a hexgrid boardgame. While *Traveller* provides miniatures rule for space combat, *Mayday* transforms those rules to a hex map, and then provides 120 die-cut counters for a variety of ships and four astromorphic map sheets. The vector movement system, detailed in the 8 page rules book, allows accelerations to astronomical speeds, while the combat system provides for realistic resolution of attacks and evasive manoeuvres. All in a zip lock plastic bag. **£3.95**

1001 CHARACTERS is a complete 48 page booklet of pre-generated characters intended for use by the referee during the course of *Traveller* adventures. Separate sections cover each of the 6 character service arms, with additional sections covering simple thugs, cops and soldiers.

Each character is listed with characteristics, age, cash, rank and skills and is ready to use immediately **£1.95**

MERCENARY is the newest rules book in the popular *Traveller* universe. *Mercenary* concerns itself in detail with the recruiting, training, outfitting and use of individuals, combat units and weapons systems within the *Traveller* framework. This 56 page book was written by Frank Chadwick and is complete with illustrations and charts **£2.95**

STAR LINES

GAMMA WORLD (TSR)

Can you survive in a world gone mad? A world where civilization as we know it has been destroyed in a cataclysmic holocaust? Gamma World is a new science fantasy role-playing game and includes a game booklet, campaign map and set of polyhedra dice in a colourful box **£6.95**

*****

CHIVALRY & SORCERY (FGU)

The most complete set of fantasy and medieval rules ever published. Covers dungeon adventures, tabletop battles, jousting, campaigns, role-play, sorcery, etc. 128 pages plus index **£6.50**

*****

WHITE BEAR & RED MOON Chaosium)

"One of the best non-roleplaying fantasy games now available" — *Games & Puzzles*. Men, magic and monsters battle in Greg Stafford's world of Dragon Pass **£6.95**

*****

RUNEQUEST (Chaosium)

Role-playing rulebook for the world of White Bear & Red Moon. 120 pages, illustrated. **£4.95**

*****

DUNGEON (TSR)

Fantasy, family board game in which players adventure as Elves, Wizards and Warriors **£6.95**

*****

SPACE MARINES

SF Wargamers: This is the book you've been waiting for! This complete SF land warfare rulebook, for use with miniatures, contains: rules for infantry, vehicles, aircraft and artillery; over a dozen weapons systems and devices (sneak suits, grav-belts, sensors, robots, etc.); morale, chemical agents, communications, etc.: and a section on incorporation into D&D **£2.99**

ALSO IN STOCK

D&D MISCELLANY

Greyhawk (orig. D&D Supplement I) **£3.40**
Blackmoor (D&D Supplement II) **£3.40**
Eldritch Wizardry (D&D Supplement III) **£3.40**
Gods, Demi-Gods & Heroes (Supplement IV) **£3.40**
Swords & Spells. **£3.40**
Dungeon Geomorphs (Sets 1, 2, 3) . . . . . **ea. £1.50**
Outdoor Geomorphs (Walled City) **£2.35**
Monster & Treasure Asst. (Sets 1, 2, 3) . . . . . **ea. £1.50**
Polyhedral Dice Set **£1.50**
Percentage Dice **50p**
8-sided Dice (Pair). **50p**
First Fantasy Campaign (D&D Scenario) **£5.95**
Gencon XI Dungeons (2 complete Dungeon Scenarios) **£2.35**
Wilderlands of High Fantasy (Scenario) **£6.25**
Wilderlands Blank Hex Sheets **£1.95**
Fantastic Wilderlands Beyonde. Wilderlands of High Fantasy extension **£5.95**
Citadel of Fire (dungeon scenario) **£1.95**
The Thieves of Badabaskor (Scenario) **£1.95**
City State of the Invincible Overlord (Scenario) **£5.95**
Campaign Hexagon System (Wilderness Mapping) . . . **£1.85**
Judges Guild Journal **50p**
Tegel Manor (Scenario). **£3.50**
Dungeon Tac Cards (Weapons & Move cards) **£2.75**
Character Chronicle Cards (Index cards). **£1.50**
Judges Shield (Handy D&D Ref Tables) **£1.50**
All the World's Monsters Vol. 1 (250 Monsters) **£4.95**
All the World's Monsters Vol. 2 (250 new Monsters) . . **£4.95**

MICRO GAMES

Ogre	£1.99	Rivets	£1.99
Chitin 1	£1.99	Wizard	£2.75
Melee	£1.99	Olympica	£1.99
Warpwar	£1.99	G.E.V.	£2.75
Ice War	£1.99	Death Test	£1.99

King Arthur's Knights (Quest Game) **£6.95**
Lords of the Middle Seas (America vs. Atlantis) **£6.95**
War of the Ring (Middle Earth Wargame) **£6.95**
Lords & Wizards (Epic Fantasy Boardgame) **£7.95**
Middle Earth Rules (Miniatures Rules) **£1.05**
Sorcerer's Cave (Fantasy boardgame for all the family **£5.00**
Cosmic Encounter (Unique, easy-to-play SF board game for 2-4 players. **£7.25**
Metropolis (2 player SF board game) **£12.95**
Direct Conflict in Dimension Six (2 player SF wargame) . . **£6.95**
Second Empire (2-4 player SF wargame) **£9.95**
Source of the Nile (19th century exploration game) **£7.95**
Elementary Watson (Role-playing detective board game) **£6.95**
Spacefarer's Guide to the Planets, Sector One (100 planets from SF novels & tables) **£3.95**
Book of Shamans (New magic system). **£3.95**
Superhero 44 (Role-playing) **£3.95**
Metamorphosis Alpha (SF Role-playing) **£3.40**
Empire of the Petal Throne (Role-playing) **£17.50**
Lankhmar (Fafhrd & Grey Mouser) **£6.95**
Star Probe (SF Exploration Game). **£4.25**
Star Empires (Star Probe Sequel) **£4.95**
War of Wizards (Dual of Sorcerers) **£6.95**
Elric (Game of Moorcock's Hero) **£7.95**
Nomad Gods (WBRM Sequel) **£6.95**
Archworld (Fantasy Miniatures Rules) **£3.75**
Citadel (Quest within Wizard's Tower) **£2.50**
Royal Armies of the Hyborean Age (Conan) **£3.75**
Dragon Lords (Epic Fantasy Game) **£7.50**
Sourcebook (Additional C&S material) **£4.95**
Swords & Sorcerors (C&S supplement) **£4.95**
Bireme & Galley (Medieval Naval Combat/C&S). **£7.95**
C&S Castle Plans (25mm Scale) **£2.95**
Towers for Tyrants (cut out & build 25mm castles) **£3.45**
Homes & Hovels (cut out & build 25mm village buildings **£2.95**

WELCOME TO GAMMA WORLD*

WE'VE BEEN EXPECTING YOU

Illusion generation? Another unknown mutation? It is your "welcome" to **GAMMA WORLD**, science fantasy role playing in the grand tradition of **DUNGEONS & DRAGONS®** . **GAMMA WORLD** places you on a post-atomic earth. Can you survive in a world of radiation deserts? Berserk robots and weird mutants? As a human or human mutant or even intelligent animal you have a strange inheritance and terrifying adventures ahead . . . **GAMMA WORLD** is a complete game for three or more adult players. The colorful game box contains rules, a playing map of the devastated continent, and a set of five polyhedra dice.

TSR IS PROUD TO PRESENT THE ULTIMATE GAME OF SCIENCE FANTASY ROLE PLAYING AT BETTER HOBBY, GAME, BOOK, AND DEPARTMENT STORES EVERYWHERE. GET YOUR COPY OF GAMMA WORLD TODAY!

TSR HOBBIES, INC. -- THE GAME WIZARDS

P.O. BOX 756, LAKE GENEVA, WISCONSIN 53147, U.S.A.

*T.M. REG. APP. FOR